

# Jedi

The Pasteurized, Processed, Imitation Star Wars-type Role-Playing Game Product  
ver. 1.2





# JEDI

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1.2<sup>nd</sup> Edition

Special thanks to my playtesters: The Granite Gaming Gamut – Norman Fricke, Albert “What Are My Options” Kacaroski, and Lindy Johnson; all those diligent students at Western Washington University's Science Fiction and Fantasy Club; and the extremely patient gamers at the 1984 Hiroshima Wargame Convention (where it took me all of twenty minutes to explain “a squad of Stormtroopers comes around the corner” in Japanese. You try it!)

Special Contributions by Dr. Mark Carrasco, MDiv.,ThD.

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## Forward

This game was originally written during the summer of 1980. Back then, only “A New Hope” and “The Empire Strikes Back” had been released. “Return of the Jedi” was still in storyboards. Only a couple books had been written, and there was Marvel Comics’ Star Wars series trying to fill in some of the gaps between the movies. That was about it, as far as information on the Star Wars universe was concerned. When I decided to write a role-playing game based on the movies, there was a whole lot of stuff I had to guess at. And, as more movies and books were released, a lot of it turned out to be wrong. I’ve tried to incorporate as much of that as I could without disturbing the flow of the game. Some of my wrong guesses, such as the availability of Force training, the history of the Clone Wars and where Stormtroopers come from, I’ve left in because I think they result in a more rounded game. I’ve also kept the setting in a hypothetical era between the end of the clone wars and the destruction of the Jedi. A nascent rebellion is just beginning to make itself felt, but isn’t big enough yet to be a problem to the Empire. This way we can have Stormtroopers AND Jedi together. And the limitations of my clever little ‘Droid-building system have been blown completely out of the water. I’ve ignored the specialized combat ‘Droids of the Clone Wars and concentrated on the general service ‘Droid hulls with which Adventurers will have most contact and use. I’ve expanded the Force powers a bit, and there are always more Aliens to add. And until George Lucas Himself tells me otherwise (in person, of course), I’m going to insist that Yoda was from Dagobah.

My original intention was to produce a fully featured, functional and playable game that would fit in about 100 manuscript pages, resulting in a 40 page magazine-sized book that could sell for about \$5-\$6 US (in 1981 dollars translates to about \$25-\$30 US in 2023 dollars.) I also hated having to use all those weird shaped dice that cost way too much money (at least back in 1980). I wanted my game system to use 6-sided dice exclusively. This was way before West End Games got the role-playing license and made their d6 only system.

After my game was pretty much done, I started hawking it to different game publishers, and tried getting permission to do so from Lucasfilm and Kenner (the holder of the game & toy rights at the time). Neither would talk to me until I got permission from the other. As I continued to push, I got a “friendly” little **cease-and-desist order** (Included at the end of the book) that scared the bejeebeez out of me. So I ceased and desisted. Until now.

I hope you enjoy playing this game as much as I did in designing it.

**PC NOTE:** Throughout the game I have used masculine pronouns. This is a consistent application of the traditional rules of written English, and not intended in any way as a slight to members of the fairer gender (who are generally better role-gamers than guys, in my opinion, and bring a needed breath of fresh air to the gaming table.) This book was written in the far away, long gone days before political correctness caused most Americans to lose their common sense. If you find this offensive or sexist, get over it.



# Table of Contents

Forward.....	3	[16.1] Flexible Shields.....	17
[1.0] INTRODUCTION.....	1	[16.2] Receiving Fire.....	17
[2.0] DEFINITIONS.....	1	[16.3] Shields and Damage.....	17
[2.1] Characteristics.....	1	[16.4] Armor Class.....	17
[2.2] Character Classes.....	2	[16.5] Shields and Atmosphere.....	18
[2.3] Character Types.....	3	[17.0] THE FORCE.....	18
[2.4] Equipment.....	3	[17.1] Unconscious Control of the Force.....	18
[3.0] CHARACTER GENERATION.....	3	[17.2] The Light Side of the Force.....	18
[3.1] Hero Characters.....	4	[17.3] The Dark Side of the Force.....	18
[3.2] 'Droid Characters.....	4	[17.4] Force Abilities.....	18
[3.3] Attribute Adds.....	4	[17.5] (OPTIONAL) Special Force Abilities.....	19
[3.4] Character Backgrounds.....	4	[17.52] Hardness Scale.....	21
[3.5] Occupations.....	5	[18.0] IMPROVING ATTRIBUTES.....	22
[3.7] Height/Build Tables.....	5	[18.1] Procedure.....	22
[3.8] Social Class Table.....	5	[19.0] SKILLS TRAINING.....	22
[4.0] CHARACTER RACES.....	5	[19.1] Training Levels.....	22
[5.0] 'DROIDS.....	7	[19.2] Schools.....	23
[5.1] Designation System.....	7	[19.21] Business School.....	23
[5.2] 'Droid Construction Procedure.....	7	[19.22] Voc-Tech Institute.....	23
[5.3] 'Droids' Attributes.....	7	[19.23] Community College.....	23
[5.4] 'Droids and Fighting.....	8	[19.24] Four-Year College.....	23
[5.5] The Laws of Robotics.....	8	[19.25] Four-Year University.....	23
[5.6] Ownership.....	8	[19.26] Four-Year Institution.....	23
[5.7] Naming Your 'Droid.....	8	[19.3] Skills List.....	23
[6.0] MOVEMENT AND TURN SEQUENCING.....	8	[19.31] Combat Skills.....	23
[6.1] Turn Types and Description.....	8	[19.32] Field Skills.....	24
[6.2] Actions.....	8	[19.33] Science Skills.....	25
[6.3] Options.....	9	[19.5] Raising Training (Skill) Levels.....	26
[6.4] Melee Combat Actions.....	9	[19.6] Honors Programs.....	26
[6.5] Melee Combat Options.....	10	[19.7] Limitations.....	26
[7.0] RANGED COMBAT.....	10	[19.8] Training in the Force and Jedi Knights.....	26
[7.1] Spray Fire.....	10	[19.81] Instructors in the Force.....	26
[7.2] Cover.....	10	[19.82] Limitations to Force Training.....	26
[8.0] MELEE COMBAT.....	10	[19.85] The Job of Jedi Knights.....	27
[8.1] Melee Combat Base Defense Factor.....	10	[19.9] Military Training.....	27
[8.2] Stamina Requirements.....	10	[19.91] Army Training.....	27
[8.3] Fighting Akimbo.....	11	[19.92] Navy Training.....	27
[9.0] SURPRISE.....	11	[19.93] Tours of Duty.....	27
[10.0] SAVING THROWS.....	11	[19.94] Promotion.....	27
[11.0] WEAPONS.....	11	[20.0] MILITARY ORGANIZATION.....	28
[11.1] Ranged Weapons.....	12	[20.1] Army.....	28
[11.2] Energy and Powerpacks.....	12	[20.2] Navy.....	28
[11.3] Range.....	12	[20.3] The Military Service Table.....	28
[11.4] Damage and Blast Radii.....	12	[21.0] SOCIAL CLASS.....	29
[11.41] Determining Impact Squares.....	13	[21.1] How The Social Rating System Works.....	29
[11.5] Overload Blast.....	13	[22.0] TRADE/CURRENCY.....	29
[11.6] Weapons and Stunning.....	13	[22.1] The Black Market.....	29
[11.7] Weapons Training.....	13	[22.2] Buying On Credit.....	30
[11.8] Melee Weapons.....	13	[23.0] BIONICS/CYBERNETICS.....	30
[12.0] ARMOR.....	14	[23.1] Military Insurance.....	30
[12.1] Shock Rating.....	14	[24.0] LIGHT-JUMP (HYPERDRIVE).....	30
[12.2] Chart Explanations.....	14	[24.1] Insertion Into Hyperdrive.....	30
[12.3] Notes.....	14	[24.2] Hyperdrive Travel.....	30
[13.0] WOUNDS AND HEALING.....	15	[24.3] Limitations.....	30
[13.1] Wounds.....	15	[25.0] EATING AND DRINKING.....	31
[13.2] Healing Wounds.....	15	[25.1] Eating.....	31
[13.21] Healing Con.....	15	[25.2] Drinking.....	31
[13.22] Healing End.....	15	[26.0] INSURANCE.....	31
[13.23] Intensive Care.....	15	[26.1] Procedure.....	31
[13.24] Stamina.....	15	[26.2] Payment.....	32
[14.0] VEHICLES.....	15	[27.0] LANGUAGES.....	32
[14.2] Facing.....	16	[28.0] WORLD CONSTRUCTION.....	32
[14.3] Fields-of-Fire.....	16	[29.0] EXAMPLE OF A REFEREE MODERATING AN ADVENTURE.....	33
[14.4] Combat Resolution.....	16	[30.0] DESIGNER'S NOTES.....	34
[14.41] Automatic Hits.....	16	'DROID CONSTRUCTION TABLE EXPLANATIONS.....	36
[15.0] MODIFYING VEHICLES.....	16	CHARTS AND TABLES.....	44
[16.0] SHIELDS.....	17		



## [1.0] INTRODUCTION

A Long Time Ago, In A Galaxy Far, Far Away...

It is a time of relative peace. The corrupt Republic has just fallen, and though a few border regions are still resisting, and some minor uprisings occur, they are still small and relatively unorganized; they can't be any real threat to the newly established Empire. The Empire rules the galaxy benevolently, and it's ultra-elite fighting arm, the Jedi Knights, are at the height of their power. The major religion has developed around the Force, an all-pervasive energy field available to all creatures (see **sec. 17.0**).

In the game, each Player will take the part of one or more personae, called Characters, in a universe designed and run by a Referee. These Characters will then co-operate and compete with each other, as well as with character personae and variable factors introduced to the game by the Referee.

Both Players and Referee will find it helpful to keep several sheets of scratch paper and six-sided dice hand. Each Referee should also keep an extra Character Record for each Character, using it to keep track of such secret things as Unconscious Control of the Force ([sec. 17.2](#)) as well as anything else necessary.

## [2.0] DEFINITIONS

### [2.1] Characteristics

**Agility** (abbreviated Agil.): A Character's gymnastic ability; relative total body control. An Agil. of at least 5 is needed to get up from a prone position without help.

**Charisma** (abbreviated Char.): The force of character a game personae has; his ability to get others to do what he requests, and resist the requests of others. This characteristic has nothing to do with the relative "beauty" of any Character.

**Constitution** (abbreviated Con.): The overall general health of a Character; how many hits he can take in combat, susceptibility to disease, healing/recovering ability, and such.

**Dexterity** (abbreviated Dex.): A Character's eye/hand co-ordination. Controls things like the number of Options available in combat ([sec. 6.3](#)), piloting and driving ability, throwing accuracy, ability to hit in Melee Combat ([sec. 8.0](#)), and so forth. Maximum Dex. for non-Droid Characters is 28 plus Race adds ([sec. 4.0](#))

**Endurance** (abbreviated End.): A Character's susceptibility to pain; the effect of non-fatal or debilitating hits.

**Gender:** Fairly self-explanatory: whether a Character is male, female, both or neither.

**Guile:** How sneaky a Character is. Specifically, his ability to tell believable lies, get away with things, cheating, and so on. Generally, this tells how well a Character is able to creatively apply his I.Q. to a given situation.

**Height:** self-explanatory. Given in inches.

**Intelligence:** (abbreviated I.Q.): The raw brain power of a Character, quickness of wit, insight. In the game, IQ determines how many Training Levels (19.0) a Character can have, how easily he can learn new skills, and such.

**Luck:** Rather than a quasi-pseudo-occult phenomenon, the Luck rating is more of a Character's subliminal intuition, telling him when to duck, jump, yell, smile, whatever.; It is generally used as a "miscellaneous" Saving Throw rating (sec. 10.0) when everything else fails, or for situations not covered by other attributes.

**Marksmanship** (abbreviated Mk.): How good the Character is with a gun; accuracy. This number or less must be rolled to hit in Ranged Combat (7.0)

**Mass:** Since actual weight has to do with the amount of gravity available at any one time, this factor is quantified in a Mass rating. At normal Earth gravity, a Mass of 1 would equal 1 pound.

**Occupation:** A Character's present source of income, or job. A list of some of the major Occupations can be found on the Occupation Table (3.11).

**Force Affinity:** A quantification of how easily a Character is able to learn about the Force. A Character's Force Affinity is used during training to help determine how much is added to his Force Rating.

**Force Level:** A numerical abstraction of the Character's Force Rating that is used as a basis to determine the strength of many Force Powers. Refer to the Force Points Table (17.6) to determine what Force Level a Force Rating gives.

**Force Points:** A numerical abstraction of the Character's Force Rating that is generally used when dice are involved in a particular test of the Characters Force ability (such as Saving Throws, etc.) Refer to the Force Points Table (17.6) to determine how many Force Points a Force Rating gives.

**Force Rating:** The maximum amount of the Force a Character can presently channel. At birth, all Characters have a Force Rating of zero (0). Basically it can only be raised above that with special training (exception: sec. 17.2). Only Jedi Knight Characters, or Characters with childhood training in the Force (sec. 19.2, 19.8) will start the game with a Force Rating greater than zero.

**Social Class:** A quantification of a Character's present social standing. Upward mobility is a definite possibility in the Early Empire, and is sought by some as the prime objective in life.

**Stamina** (abbreviated Stam.): The amount of "wind" a Character has; how long he can hold his breath, continue uninterrupted exertion such as running, lifting heavy objects, swinging a Lightsaber, and the like.

**Strength** (abbreviated St.): The actual brute force a Character is able to muster. Controls his ability to lift and carry objects, force open locked doors or hatches, the amount of power he can apply to a blow, and so on. A Character can carry a maximum of 10x his St. in pounds of weight, but for each double multiple of his St. (2x, 4x, 6x, 8x, 10x) a Character is carrying in **pounds of weight** (not Mass points), subtract one each from the Character's effective Dex., Agil., and Move.

Maximum St. for non-'Droid Characters is 22 plus Race adds (sec. 4.0)

In Melee combat, add 1 to both Con. And End. damage done for every three points of St. above 12.

**Training:** The Education and specialized skills a Character has received. Basically, a greater I.Q. will allow a more and varied training. See 19.0.

## [2.2] Character Classes

**Noble:** Always seeks to do good, be helpful and carry out a high moral standard. By doing so, he hopes to make the universe a little better place for him and his "family" of fellow beings to live.

**Scoundrel:** Will value personal gain above all else and doesn't much care what he needs to do to get whatever he wants.

**Trader:** Always seeking to better himself through manipulating people and finances. This is a neutral Character Class: what's good for the Character is good for society, but he's not necessarily malevolent in achieving his ends.

### [2.3] Character Types

**Heroes:** Living sentient creatures. You can choose from any of the Character races listed in **section 4.0**.

**'Droid:** A machine with artificial intelligence. They always “belong” to a living sentient, once activated, and will follow their owner's orders to the best of their ability ([sec. 5.5](#) and 'Droid attributes, [Appendix A](#)).

### [2.4] Equipment

**AOVIU:** Standard 'Droid equipment, stands for **A**udio, **O**lfactory, **V**isual, **I**nfra-red, **U**ltra-violet sensor array.

**Blasters:** come in many shapes and sizes, from handguns to high-powered shoulder weapons. They fire a visible beam of concentrated energy.

**Communicator:** A multi-channel, two-way vocal transmitting device. Line-of-sight range is about 500 miles (into orbit), but rough territory, obstacles and such can cut range drastically (exactly how much depends on the number and type of obstacles, and the Referee.)

**Jet Pack:** A small, man-carrying device very similar to 'Droid thrusters. It lets a being fly short distances. Each St. point of a Jet Pack will carry 10 pounds (not Mass points) for 30 seconds (15 Combat Turns) at Running Speed.

**Lightdagger:** A small Lightsaber. When activated, the Lightdagger produces a short, steady beam of powerful, visible energy about 6"-8" long. A Lightdagger will cut through anything except a force field, another Lightdagger or Lightsaber blade. The damage numbers given on the Melee Weapons Table (11.91) should be considered as guidelines for combat.

**Lightsaber:** The Lightsaber produces a short, steady beam of visible energy exactly like the Lightdagger, but longer (1½ -- 2 meters) and more powerful. It will cut through anything except a force field or another Lightsaber blade, including a Lightdagger blade.

**Lightstaff:** This is a double-ended Lightsaber. It is almost as dangerous to the untrained wielder as it is to his opponent. For an extra 10% cost, the deluxe model can separate in the middle, allowing the fighter to use the two Lightsaber blades akimbo ([see](#)



[8.3](#))

**Macro-binoculars:** Long-range multi-power visual sensing devices with settings for infra-red and ultra-violet. Contains built-in ranging and direction displays in the viewing field.

**The Force:** An energy field that surrounds, is in and through all things. It is the power that ties all things to all other things, and flows through all that is. Its energy can be tapped by any being that has received training in the Force and knows how to use it.

**Rebreather/Gill Pack:** A very small pocket-sized device that allows a being to breathe underwater. It fits in the mouth with two small, 4 inch extensions into the water to extract oxygen and remix the exhalation. The even smaller power pack provides 36 hours of operation.

**SC:** Standard 'Droid equipment, stands for **S**ensory Feedback **C**ontrols on the Manipulative Surfaces. It's a 'Droid's sense of touch.

**Spiderweb Cable:** A synthetic material similar in composition to spider web. It's twelve times stronger than steel, but not sticky. Ultra-light, a .3 cm strand can hold up to 8,000 pounds (not Mass points).

**TIE Type E Fighter, TIE Type L Fighter-Bomber:** Second-generation Twin Ion Engine star fighters, designed and built by the Empire. They stress speed and maneuverability over armor and firepower.

**TIE Type J Fighter, TIE Interceptor:** Third-generation Twin Ion Engine star fighter with improved speed, maneuverability and armor.

**A-Wing Fighter, B-Wing Fighter, X-Wing Fighter, Y-Wing Fighter-Bomber:** First-generation star fighters. Designed and built by the Republic, many still remain in service. They stress armor and survivability of design.



### [3.0] CHARACTER GENERATION

At the beginning of the game, each Player must create at least one Character. To do so, first decide which Character Type it will be: either **Hero (3.1)** or **'Droid (3.2)**.

Character Creation for Heroes is a three step process. First, the Player decides on a **Character Race (4.0)** then “rolls up” the **Character's Attributes (3.1)**. This includes determining their Force Affinity,

height and mass, starting funds, and being sent to college. Second, the player goes through the **Attribute Adds procedure (3.3)**, and applies their **Character Race adds (4.0)**. Finally, the Player decides on a **Character Class (2.2)**, **Background (3.4)** and **Occupation (3.5, 3.9)** for the Character.

'Droid Characters use the **'Droid Construction procedure (5.2)** to create their character.

### [3.1] Hero Characters

Hero Characters must first choose a Character Race from the following section **(4.0)**. They then roll 3 six-sided dice 14 times, writing down the results as they go. When that is completed, cross out the highest and lowest scores, then apply the remaining 12 scores to whichever Character attribute you desire, one each to St., Dex., Agil., Char., End., Stam., Con., Social Rating, Mk., I.Q., Guile and Luck. When that is completed, roll 3 more dice for the Character's Force Affinity, referring to the **Force Affinity Table (3.6)** to find the true Force Affinity of your Character. Finally, determine the Height and Mass of the Character by referring to the row of the **Height/Build Table (3.7)** for their race.

For example: a Player rolled the following numbers: 15, 11, 13, 11, 12, 6, 12, 14, 12, 9, 9, 15, 10 and 11. The 6 and one of the 15's must be crossed out (the highest and lowest scores). He then distributes the remaining scores so: St.:9, Dex.:13, Agil.:11, Char.:12, End.:15, Stam.:10, Con.:14, Social Rating:12, Mk.:11, I.Q.:12, Guile:11, Luck:9. After that, he rolled an 11 on three dice for Force Affinity. Referring to the **Force Affinity Table (3.6)**, his true Force Affinity is 3. He then refers to the **Height/Build Tables (3.7)** and rolls a 15 for Height and a 7 for Mass. The 15 means his height is "over" the average. He rolls 2 dice, re-rolling on any sixes. Rolling 10 (2 fives), he adds that to the "average height" of 72 to get  $(72 + 10 = 82)$  a final height of 82 inches tall. The 7 for Mass is in the "average" range. Average Mass for a Normal sized Character is 170. Therefore his Height is 6' 10", and Mass is 170.

The **Social Class Table (3.6)** gives a Character's starting funds, chance to be sent to college and other things. See also **section [21.0] Social Class**.

### [3.2] 'Droid Characters

'Droid Characters proceed through the **'Droid Construction procedure (5.0)** and make up a 'Droid. A 'Droid Character will belong either to another Player's Character or to a Non-Player Character controlled by the Referee.

When creating a 'Droid Character, it is recommended that you not use a Brain Rank less than 3. Brain Classes 4-9 are not really able to make their own decisions and act on their own.

### [3.3] Attribute Adds

There are three groups of Characteristics that are similar in origin and effect, and therefore a high or low score in any one of the Attributes in a Characteristic group will affect the other Attributes in the Characteristic group. These Characteristic groups are: 1) Con., End., St. and Stam.; 2) Mk., Dex. and Agil.; and 3) I.Q., Guile and Luck. Complete the following steps in the given order.

**A)** If any of the Attributes in a Characteristic group is rated 16 or more, 1 is added to all the other Characteristics in that group.

**B)** If any of the Attributes in a Characteristic group is rated 5 or less, 1 is subtracted from all the other Characteristics in that group.

**C)** If any of the Attributes in a Characteristic group has a score of 5 or more greater than any of the others, 1 (more) is added to the lower scored Characteristic(s).

Continuing the example above, in group 1 (Con., End., St. and Stam.), no Attribute is rated 5 or less, 16 or greater, but Con. is rated 5 more than St., so 1 is added to St. to make it 10. End. is also rated 5 more than both Stam. and St., so 1 is added to them both, making them 11 each. In group 2 (Mk., Dex. and Agil.), no Characteristic is rated 5 or less, 16 or greater, and no Characteristic is rated 5 or more greater than another, so no adds are made here. The same is true of group 3 (I.Q., Guile and Luck).

We now apply Racial Adds. Let's assume we'd wanted our Character to be a Rodian. We would now **add 3** to Luck, and **subtract 3** from End. and 1 from Social Rating. Height and Mass would still be rolled along the Normal row of the **Height/Build Tables (3.7)**. Finally, calculate the Character's Melee Combat **Base Defense Factor (8.1)**

### [3.4] Character Backgrounds

During Character Creation, a Player should develop a background for his Character's first 18 years. This will help the Referee decide which (if any) training, skills or special abilities the Character may have received during his growing-up years. For example, if the Character grew up on a farm, he would already know vocational agriculture (rating 4-6 Agriculture). If he was an "army brat" he might have a few rankings in weapons and/or tactics, and may be given a bonus on gaining more skill levels if he joined the military service.

A Character that begins the game as a Jedi Knight (see the **Occupation Table 3.11** for qualifications) will have their Force Rating developed to 325 times their Force Affinity at the start of the game. In addition, he will begin with Class 4 Lightsaber, Class 3 Weapons and Class 3 Pilot training as part of their background training.

The Referee is not compelled to accept any Character background.

### [3.5] Occupations

Each Character needs to choose an Occupation. This provides him with an income, and helps define who and what he is and does. Qualifications for some of the major occupations are given on the **Occupation Table (3.11)**. The Referee is free to add any occupations he desires.

### [3.6] Force Affinity Table

Die Roll																		
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19+		
0	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	7		
Force Affinity																		

With an adjusted die roll greater than 19, add +1 to the Force Affinity for each point greater then 19 rolled. An adjusted die roll of less than 3 is considered to be 3

### [3.7] Height/Build Tables

#### Height Determination (3 dice)

Under (-)	Average	Over (+)		Average Height in Inches	- or +
3-5	6-15	16-18	Short	36	1-4
3-6	7-13	14-18	Normal	72	2-10
3-7	8-13	14-18	Tall	86	2-12

#### Mass Determination (3 dice)

Under (-)	Average	Over (+)		Average Mass	- or +
3-5	6-15	16-18	Small	80	2-10
3-6	7-13	14-18	Normal	170	2-60
3-7	8-13	14-18	Heavy	250	3-90

### [3.8] Social Class Table

Roll to be

Rating	Funds	Sent to College
3	1d-4	---
4	1d-3	---
5	2d-1	18
6	2d+1	3,18
7	3dx2	16+
8	2(3d+2)	15+
9	2dx4	14+
10	3dx3	13+
11	3dx5	12+
12	3dx7	11+
13	3d <sup>2</sup>	10+
14	2(3d) <sup>2</sup>	9+
15	3(3d) <sup>2</sup>	8+
16	20(3d) <sup>2</sup>	7+
17	10 <sup>(3d)</sup>	6+
18	15 <sup>(3d)</sup>	5+
19+	N/A	N/A

### [4.0] CHARACTER RACES

It has generally been found that in the natural evolution of a planet, a maximum of one dominant, intelligent species will exist at one time. Except for the relatively short periods of time when one species is in the process of rising up to replace the old one (as is occurring between the non-space faring Sandpeople and Jawas on Tatooine), this is generally accepted as true, and has led to the practice of referring to one's home planet as the name of the race; it's not always true, but it's usually true. Thus, an Aldebaran comes from Aldebara, and Ithorians come from Ithor, and so on. It is basically the older races who are the exception to this rule, as Wookies come from Kashyyyk. Here are a few of the major space faring races and their Attribute modifications (no Attribute may be reduced below 1).

**Aldebaran:** A fluorine-breathing humanoid, must wear an Environmental suit on Oxygen/Nitrogen planets; Height: normal, Mass: normal; Characteristic adjust: Con.: -1, End.: -2, St.: +3, Stam.: +2; Social Rating -1, Move: 25.



**Aqualish** A walrus-like bi-ped, no whiskers and vestigial tusks; Height: normal, Mass: heavy; Characteristic adjust: Con.: +3, St.: +3, Stam.: +2, Dex.: -4, Agil.: +2; Social Rating -1, Move: 20.

**Bothan:** A hairy wolf-like lupinoid with silvery-gray to nearly black fur; Height: normal, Mass: normal; Characteristic adjust: Dex.: -2, Agil.: +2, I.Q.: +1, Guile.: +2; Shock Rating: 3; Social Rating -1, Move: 32



**Bith:** A yellow/gray skinned humanoid with a domed head, large, lidless black eyes, and big knobby hands; Height: normal, Mass: normal; Characteristic adjust: Con.: -1, St.: -2, I.Q.: +2; Social Rating -1, Move: 22.

**Chadra-Fan:** A pointy-eared bat-nosed humanoid with short, stiff fur; Height: short, Mass: small; Characteristic adjust: Con.: -4, St.: -3, Stam.: -2, Mk.: +2, Dex.: +2, Agil.: +3; Social Rating -1, Move.: 30.



**Dagoban:** A bluish to green-skinned humanoid with long, pointed ears. Has three-fingered hands and three-toed feet; Height: short, Mass: small; Characteristic adjust: Con.: -4, End.: +2, St.: -4, Dex.: +3, Guile.: +3; Social Rating -1, Move: 22.

**Devaronian:** A yellow/orange-skinned humanoid with large, knobby horns on its forehead; Height: normal, Mass: normal; Characteristic adjust: Mk.: -2, Dex.: +3, Agil.: -1, I.Q.: +1, Guile.: +3; Social Rating: -3; Move: 23



**Human:** This also includes races such as the Alderaanians, Corellians, Mandalorians, and their like. Use the background rules (20.4) to show the results of different cultures (Corellians are the best pilots, Mandalorians are war-like and good fighters, and so forth.)

Height: normal, Mass: normal; Characteristic adjust: none; Move: 23

**Hymenopteran:** A six-legged, ant-like insectoid. It walks on its rear two pair of legs and uses the front pair for manipulation. The species comes in many colors from black, through light red and multi-colored. Different colors represent different classes or castes in Hymenopteran society. Hymenopterans are able to walk for short distances (10m or less) on vertical surfaces; Height: normal, Mass: heavy; Characteristic adjust: End.: +8, St.: +4, Stam.: +2, Mk.: -3, Dex.: -2, Agil.: +4, I.Q.: -1, Guile.: -2, Luck: +1, Social Rating: -2, Armor Class: 5; Move: 25



**Ithorian:** A hammer-headed web-footed bi-ped with dark brown skin and lighter colored belly; Height: tall, Mass: heavy; Characteristic adjust: Con.: +2, St.: +2, Dex.: -2, Agil.: -2, Guile.: +2; Social Rating -1, Move: 27

**Kubaz:** A gray-skinned humanoid with a prehensile, elephant-like snout and large, flat ears; Height: normal, Mass: normal; Characteristic adjust: Con.: +1, Stam.: +1, Mk.: +2, Luck: -2; Social Rating -1, Move: 22.



**Mon Calamari:** A bulging-eyed amphibian. Especially adept at three-dimensional combat, such as is underwater or in space. Can breath equally well underwater or in atmosphere; Height: normal, Mass: normal; Characteristic adjust: Agil.: +1, Con.: -2, Dex.: -1, End.: -3, I.Q.: +3; Social Rating -1, Move: 18 on land, 28 underwater.

**Rodian:** A green-skinned humanoid with short antennae and a short prehensile snout; Height: normal, Mass: normal; Characteristic adjust: End.: -2, Luck: +2; Social Rating -1, Move: 22.





**Saturnian:** A stiff-haired, flat-nosed pink-skinned humanoid; Height: normal; Mass: normal; Characteristic adjust: Con.:+3, Social Rating:-2; Move: 22.

**Trandoshen:** A green-scaled lizard-like bi-ped; Height: normal; Mass: heavy; Characteristic adjust: Con.:+4, St.:+4, Stam.:+3, Dex.:+3, Agil.:+4; Shock Rating: 3; Rating 1 Armor; Social Rating -1, Move: 20.



**Twi'lek:** A gray/green, blue or red to yellowish skinned humanoid with two long, fleshy tails hanging from the back of its head. Males also have two large knobs on their forehead; Height: normal; Mass: normal; Characteristic adjust: End.:+1, Guile:+2, Con.:+3; Social Rating -1, Move: 23.

End.:+1, Guile:+2, Con.:+3; Social Rating -1, Move: 23.

**Wookiee:** A shaggy-haired bi-ped with dark brown to light gray fur; Height: tall, Mass: heavy; Characteristic adjust: Con.:+3, St.:+5, Stam.:+4, Mk.:+2, Dex.:+1, Agil.:+2, Guile:-2; Shock Rating: 4; Social Rating -1, Move: 30



**(Author's Note:** This is just a starting list. I've left out Ewoks, Gran, Gungans, Hutts, Sullustans, Toydarians, Weequays, and at least a dozen others that I can think of off the top of my head. Feel free to add to this section as you desire.)

## [5.0] 'DROIDS

### [5.1] Designation System

'Droids are machines with artificial intelligence. Besides a serial number unique to each separate machine, a 'Droid has a four digit designation: two letters and two numbers. The letters and numbers are usually paired up in tandem order: letter/number-letter/number, with a dash separating the first letter/number pair from the second letter/number pair, so: F3-D2.

The first letter/number pair designates the 'Droid's **Class**, the letter giving the its Hull type and the number giving its Brain rank (see the ['Droid Construction Table 5.8](#)). A more complete description of each hull can be found in [Appendix A](#).

The second letter/number pair designates the 'Droid's **Type**, the letter giving the Ancillary Equipment package, and the number its Basic Programming. Obviously, not all equipment packages go with all program types, such as medical equipment (Type B) on a mining (Type 6) 'Droid. Use your judgment and common sense in choosing 'Droid designations for the game.

A comment on program Type 8: it is **strongly** suggested that program Type 8 be used on brains no more powerful than Class 4. Brains of a higher capability can put information together by themselves to reach conclusions to a greater degree as the rank goes up – and at thousands of times the speed of biological brains. It is really not nice to have a 'Droid programmed to kill or maim decide on its own who (or what) its enemies are, especially since they could include its owner.

### [5.2] 'Droid Construction Procedure

To build a 'Droid, move across the **'Droid Construction Table (5.8)**, from left to right, picking one applicable designation from each column – one letter and one number for Type, one letter and one number for Class – adding together the Mass and Cost from each column. The total is the Mass and Cost of the 'Droid.

**Example:** Consult the 'Droid Construction Table. An R3-I5 'Droid would be a mining 'Droid shaped like a large bullet, costing 22,755 Cr., and massing 393 (with the earth-moving blade attached.)

A 'Droid constructed by a Player to be a Character will belong to one of the other Player's Characters, or to a Non-Player Character run by the Referee. The other Player Character need not necessarily purchase the 'Droid out of his starting funds: he can be considered to have done that at some time in the Character's past (at the Referee's discretion). Keep in mind, however, the great expense of 'Droids: very few middle income people can enjoy that luxury, let alone lower income people.

### [5.3] 'Droids' Attributes

'Droids do not feel debilitating pain, and therefore are unaffected by hits against End. 'Droids also run on internal power packs, and need only "plug themselves in" to an appropriate outlet for at least 1 hour at least once every 36 hours to keep going; their Stam. is other-

wise practically infinite. Also, 'Droids do not have: Luck, Force Affinity, Char., Guile, or Social Class. Only Type 8 'Droids have a Mk. Rating.

A 'Droid's physical Attributes (St. Dex., Agil., Con., Ht., Mass) are determined by its Hull Class. A 'Droid's IQ comes from its Brain Class. Initial Skills come from its Programming Type.

Though a 'Droid's Attributes are given in **Appendix A**, they can be altered by a trained 'Droid technician or service mechanic (for a price) to a maximum of: Dex.:x3, St.:x2, and/or Agil.:x1.25 or less. Other 'Droid Attributes may not be altered. These changes must be registered and certified by the Empire (Referee) to be legal.

#### [5.4] 'Droids and Fighting

'Droids cannot even think of harming, let alone killing, a living being, or they will deactivate, their brains fusing into a solid mass of germanium – it's part of their common programming and basic structure. That's what is so dangerous about program Type 8, it bypasses this safety factor to a greater or lesser degree. Killer 'Droids can be stopped, but not by one or two men.

#### [5.5] The Laws of Robotics

A 'Droid's prime function is to follow the orders of its owner, the people he designates, and any sentient being, in that order. Beyond that, a 'Droid will always seek to preserve itself if it can do so without violating its orders. And in no way can a 'Droid harm or kill a living being, or allow a creature to come to harm through inaction (except Type 8 'Droids, of course), even if it means a violation of orders. Thank you, Dr. Asimov.

#### [5.6] Ownership

All 'Droids have an owner, or they aren't activated. 'Droids then belong to that person until a) they are sold, or b) they are given away. They may operate out of the presence of their owner if their brain rank is sufficiently high (Class 1-4), but even if their former owner dies, they will still belong to him, identifying themselves as his 'Droid until sold or given away.

#### [5.7] Naming Your 'Droid

It is not necessary to always refer to a 'Droid by its full designation. One may clip and rearrange letters and number as they see fit to per-

sonalize their 'Droid, or make its designation easier to say: thus a B4-J5 unit may be called "BJ" or "Bob"; or "Artoo" for R2-D2, and so on. Just remember to be consistent, or the 'Droid may not be able to tell you're talking to it.

### [6.0] MOVEMENT AND TURN SEQUENCING

#### [6.1] Turn Types and Description

There are three different types of turns in Jedi: the Basic Turn, the Action Turn, and the Combat Turn.

**The Basic Turn** represents an hour of real time and is used to quickly go through periods of relative inactivity or inaction, such as sleeping, long, uneventful trips, and so forth.

**The Action Turn** represents ten minutes of real time and is used when finer increments are needed., such as when Characters may be caught and captured, conversations, for example.

**The Combat Turn** represents two seconds of real time and is used when battle is actually joined. A Character may choose one Action (only), or any number of Options up to 1/6<sup>th</sup> his Dex. (rounded up) in any Combat Turn. All Actions and Options must be chosen at the beginning of each Combat Turn and executed in the order chosen. The highest Dex. Character goes first, then proceeds in descending order. EXCEPTION: 'Droids don't need to follow a set order of Options, but may choose an Option just prior to executing it.

An optional Pulsed Movement Table (6.5) is included for those wishing to play Combat Turns in that manner.

Combat takes place on a grid surface where one square = one meter.

#### [6.2] Actions

**Conduct Simultaneous Option:** Choose 1 Action and 1 less Option than normally available, counting [Shock Rating effects \(12.1\)](#), [wounds \(13.1\)](#) and other applicable modifiers.

**Crawl:** on belly – move up to 1/10<sup>th</sup> full movement. Assumes Character is already prone.

**Dive:** within 90° of facing – move 1.5x Height. Next Combat Turn, move 1/2x Height and Fall Prone. All movement is in a straight line. Take 1d hits to End. upon Falling Prone.

**Dodge:** Upright – move up to 1/2 full movement (rounded down). Temporarily reduces Stam. by 2.



**Fall Prone:** Straight onto belly, back or knees: no movement, though most Races will now take up more than one square.

**Jog:** Upright or crouched – move up to ½ full movement (rounded up). Temporarily reduces Stam. by 1.

**Levitate:** Requires a Character to use their Force Rating as a Telekinetic Hand on themselves. Move up to their Force Points distance in meters.

**Other:** Miscellaneous choice used for Actions not covered by any other, such as setting up or taking down crewed weapons, and such.

**Run:** Upright – move up to full movement. Temporarily reduces Stam. by 2. To choose the first Run Action, a Character must have chosen either the Jog, Dodge or Walk Actions for the previous Combat Turn. To stop running, a Character must choose either the Jog, Dodge, Walk or Dive Actions for at least one Combat Turn. If a Character Dives from a Run he must do so in the direction he was running; double the distances moved and hits to End.

**Stand Up:** from prone position. Also to kneeling position, but is then still considered prone for movement and combat purposes.

**Utilize Force:** Use Force Rating as one of the abilities given in 17.4. Only one ability may be used per Combat Turn.

**Walk:** Upright or crouched – move up to 1/3<sup>rd</sup> full movement, rounded down.

### [6.3] Options

**Search/Locate:** Glancing around a 30° arc to find friend or foe.

**Recognize/Identify:** The act of determining if a located object is friend or foe.

**Draw Weapon:** Remove a weapon from its carrying position or sheath and placing it in a ready position.

**Replace/Drop Weapon:** Putting a drawn weapon back into its carrying sheath (counts as 2 Options) or dropping it onto the ground (counts as 1 Option).

**Grab:** a dropped weapon. Must be prone (bending over) if the weapon is on the floor.

**Aim Weapon:** The act of placing a readied or drawn weapon into firing position; putting a rifle to your shoulder or bringing up a pistol to shoulder height. Each extra Combat Turn (after the first one) spent aiming at the same target will reduce the to-hit die roll by

1, to a maximum modifier of -4. "Hip Shooting" is drawing the weapon and firing without conducting an Aim Option.

**Conduct Ranged Combat:** Shoot/fire the weapon.

**Other:** This Option is used for miscellaneous activity, such as changing a weapon to a different hand, moving flexible shields to cover an adjacent hexside, and so forth.

**Turn:** in place one square point (45°). All Actions conducted in an up-



right position (Run, Walk, Dodge, Jog) are considered to allow at least 1 Turn per Action (the actual number of Turns is subject to Referee approval).

### [6.4] Melee Combat Actions

**Disengage:** Choose an Action (preferably one that involves movement) and try to make a break for it.

**Jump:** Use the Character's Agil. to attempt to dodge a blow. A successful 3d Saving Throw vs. Agil. yields a defensive to-hit die roll modifier equal to the difference between the number rolled and the Character's Agil. An unsuccessful throw gives the Character no defensive modifiers whatsoever, and leaves him Prone with hits to End. equal to the difference between the number rolled and the Character's Agil. Add 1d to the Saving Throw for each square (meter) the Character moves (as opposed to jumping straight up). Temporarily reduces Stam. by 2.

**Move:** Either as a prelude to Disengaging, or for a better vantage with which to Strike. Shift up to 1 square (meter) in any direction.

**Shift and Defend:** Move up to one square (meter) and turn one square point (45°) while remaining within striking range of present opponent(s). Take 1/4<sup>th</sup> Dex. (rounded down) as an additional defensive modifier.

**Shift and Strike:** Move up to one square (meter) and turn one square point (45°) while remaining within striking range of present opponent(s), then conduct a Strike Option against an opponent. Add +2 to the to-hit die roll.

**Throw:** either a readied weapon, or an opponent that has been successfully Grabbed.

### [6.5] Melee Combat Options

**Defend:** Attempting to ward off an attempted Strike. Uses 1/3<sup>rd</sup> Character's Dex. (rounded down) as an additional favorable die roll modifier. When the Defend Option is chosen, it is considered to remain in effect until the Character's next Option comes up.

**Grab:** either an opponent or an opponent's weapon.

**Strike:** Swing a readied weapon at a target within its extension; conducting Melee Combat.

**Turn:** See [Options \(6.3\)](#), Turn. The Move and Shift Actions include one Turn if desired.

**Shift Weapon:** to a different hand.

### [7.0] RANGED COMBAT

To conduct Ranged Combat, a Character must roll his Mk. or less on 3 dice, applying all applicable adjustments (Force, if desired, weapons training, the results of any Actions and Options, and so forth. See also the **Hit Modifications Table 7.3**.)

Once a hit is made, determine the location of the hit by consulting the **Hit Location Table (7.4)** and rolling 3 dice. The result gives the hit location. Subtract the Armor Class of any applicable armor the target is wearing (**see 12.4**), and apply any remaining hits to Con. and End.

#### [7.1] Spray Fire

Spray fire is the act of swinging a weapon from side-to-side while firing it, and can only be done by weapons with a number of 1 or more in the Rate-of-Fire column on the Ranged Weapons Table (11.81). It allows the weapon to cover a greater area at the cost of lower accuracy.

A Character conducting Spray Fire may fire at targets within 2 squares (meters) of each other. Divide the firer's Mk. Rating equally (rounding down) among the number of targets he is trying to shoot.

**Example:** A Stormtrooper fires his Sterling V Blaster at three targets using Spray Fire. His Mk. rating of 14 is divided by 3 yielding an effective rating of 4 on each target. The Sterling V Blaster's rate-of-fire of 2 allows one Ranged Combat to-hit die roll to be made against two adjacent targets. Which two are up to the firer.

### [7.2] Cover

When the **Hit Location Table (7.4)** shows that a Character takes damage to a body area that is covered (like behind a wall, bulkhead, door, hillside, whatever), the Character is considered to have been missed by the fire, as the cover took the damage.

**Example:** A Character firing a Hand Blaster while kneeling behind a wall would only have his head, shoulders, and firing hand and arm exposed. A hit on any other body part would be considered no effect, as the incoming fire would hit the wall.



### [8.0] MELEE COMBAT

To conduct Melee Combat, the combatant must have a target within the extension of his weapon. Roll the Character's Dex. or less on 3 dice, modifying for Force Rating (if desired), and any applicable combat and weapons training, aiming for certain areas, and so forth. See the **Hit Modifications Table 7.3**. When a hit is achieved, locate the hit as in Ranged Combat (**table 7.4**), then subtract the Armor Class of any applicable armor the target is wearing (**table 12.4**), applying all remaining hits to Con. and End.

#### [8.1] Melee Combat Base Defense Factor

Each Character has a Base Defense Factor in Melee Combat that is calculated using the following formula: add Dex.+Agil.+Luck then divide by 12 and round down. This factor is used as a favorable die-roll modifier whenever a Strike Option is used against him in Melee Combat. **Example:** Our Rodian from Character Creation has a Base Melee Combat Factor of  $(13+11+9) / 12 = 2.75$  rounded down to 2.

#### [8.2] Stamina Requirements

Each Strike Option a Character performs reduces his effective Stam. by a number equal to the weight of his weapon divided by his St. **Example:** A Character with a St. of 13 is fighting with a Lightsaber. Each time he conducts a Strike Option, he reduces his effective Stam. by  $2.5/13$  (about 0.2). Retain fractions.

Each Combat Turn in which a Character chooses only Defend Options and no blows are struck against him may be counted as a Combat Turn of rest for regaining lost Stam.

### [8.3] Fighting Akimbo

The art of fighting with a weapon in each hand can only be chosen if the Character has a Training Rating of at least 6 in both weapons being used.

When fighting akimbo in Melee Combat, a Character has a -3 to hit with each weapon and a +1 defensive modifier. His opponent must divide his defensive modifiers between the two weapons facing him (i.e., he must decide how closely to watch each weapon – on a per Combat Turn basis.)

When fighting akimbo in Ranged Combat (a gun in each hand), a Character firing both weapons at the same target is at -3 to hit with both weapons. He is at -6 to hit with both weapons if he is firing at different targets. The different targets must be within 4 squares (meters) of each other.

Triple the Stam. cost when using one hand for a 2-handed weapon (see **Ranged Weapons Table 11.81** and **Melee Weapons Table 11.91**). The attacker is at -4 (additional) with each weapon when trying to Strike with both in the same Option. Using both fists in unarmed combat is not considered fighting akimbo.

### [9.0] SURPRISE

Surprise occurs when something unexpected happens to a Character or Non-Player Character. A Surprised being will not be allowed to choose any Actions or Options for his first 2 Combat Turns. A Very Surprised being will not be allowed to choose any Actions or Options for his first 4 Combat Turns. A Character in either state of surprise is allowed to fall prone if he so desires.



**“Surprised”** is when a Character is walking down a street and a fight boils out of a tavern he's passing and engulfs him.

**“Very Surprised”** is when a Character is innocently walking down the street and two Blaster bolts narrowly miss his head.

The conditions of “Surprised” and “Very Surprised” are relative and should be dictated by the Referee when they exist.

### [10.0] SAVING THROWS

Saving Throws take place when a Character's Attributes are being tested. For example, a St. saving throw when trying to force open a locked door, or a Pilot Rating Saving Throw when attempting a particularly tricky maneuver, and so on. Saving Throws are generally conducted with from one to five dice, depending on the difficulty of the test and the Attribute being tested.

The average Saving Throw for a Characteristic is an attempt to roll on three dice the rating of the Attribute or less (i.e., with an Agil. of 12, to roll 12 or less on three dice.)

The average Saving Throw for a training attribute is an attempt to roll on two dice the rating of the Attribute or less (i.e., with an Electronics rating of 8, to roll 8 or less on two dice.)

The Referee should add or subtract the number of dice rolled, depending upon the difficulty of the Saving Throw.

**Example:** A Character is trying to fly his ship through a dense asteroid field. Each Turn he must make a Pilot Rating Saving Throw to miss being pulverized. It's a fairly dense field, so the Referee decides it's a 3d throw. Any time he misses the throw, he makes a 3d throw against Dex. to see if his reaction time can reduce the damage from the hit. If he should miss **both** those rolls, the Referee may give him a last chance Luck roll to see if he can stay alive.

### [11.0] WEAPONS

There are basically two kinds of weapons: Ranged Weapons and Melee Weapons (often the difference is only in the way they're used: bashing him in the head instead of shooting him.) Ranged weapons fire a pulsed beam of visible energy, and vary from pistol-like Hand Blasters to rifle-like shoulder-fired Heavy Blasters of many and varying design, and on up to Rocket Launchers and Ion Cannon of terrific destructive power.

### [11.1] Ranged Weapons

All weapons with N/A in the cost column of the Weapons Tables (11.81, 11.91) are illegal for a private citizen to own (but there is always the **Black Market** [22.1]).

A **Sterling V Blaster** is the weapon of the Imperial Stormtroopers. No other military arm uses them with any regularity, but there are always special missions, agents and assignments.

A **Rocket Launcher** can be used either as a mortar or bazooka-type weapon that fires a projectile similar to – but smaller than – a Proton Torpedo. It must have a 2-3 man crew to operate, and takes a total of 15 Actions to set up and take down; these Actions can be performed by up to 4 men maximum, and as such are additive. A Rocket Launcher carries only 1 round and must be reloaded after each shot. Reloading a Rocket Launcher uses 3 consecutive **Actions** by the same Character. Firing a Rocket Launcher takes one **Option**.

The **Assault Weapon**, besides having a Blaster weapon with the stats given on the Weapons Tables (11.81, 11.91), has a specialized 5-shot Rocket Launcher. The launcher has only 75% of the range of a normal Rocket Launcher, and because of its design cannot be reloaded during combat. Due to its extreme weight, only Assault Troopers in their armor (or larger 'Droids) have the Stam. to utilize it with full effectiveness.

The **Electric Field Neutralizer** was designed as an anti-'Droid weapon; it turns them off for 1-6 hours when hit. It was soon found, however, that it can “turn off” living beings who are hit as well, and that permanently. Reduce the range by 25% in all categories when firing at living beings.

**Quad A-A Cannon** have an intrinsic Speed of 6 for tracking vehicular targets (see 14.4). **Turbo-Laser Cannon** and **Heavy Cannon** have an intrinsic speed of 4 for tracking vehicular targets. Also, when vehicle mounted, special vehicle modifier number 3 (see 14.4) is changed so that the target's Pilot rating is subtracted from the firer's weapons training instead of Pilot rating.

The Stun Gun, Electric Field Neutralizer, and some Ion Cannon take a certain number of Combat Turns to recharge for another shot; this is noted in the Rate-of-Fire column. For example, “1/3” means the weapon requires 3 Combat Turns to recharge, “1/2” means it takes 2 Combat Turns to recharge. Other than that, the Rate-of-Fire column tells how many shots per Fire Option the weapon fires.

**IMPORTANT:** A maximum of 5 Fire Options per Combat Turn may be chosen per weapon by any Character or Non-Player Character.

### [11.2] Energy and Powerpacks

The Energy column of the Weapons Tables (11.81, 11.91) tells how many shots each weapon carries in its internal powerpack. When that number of shots has been fired, the powerpack is empty and must be replaced or recharged before the weapon may fire again. Replacing a weapon's powerpack takes 6 Options (not necessarily consecutive).

Powerpacks are recharged the same as 'Droids, but only take 3 seconds (1.5 Combat Turns) per shot.

Those weapons with one shot in the Energy column must be reloaded after each time they are fired. Proton Torpedoes are vehicle mounted in tubes, one torpedo per tube, and cannot be reloaded during combat situations.

Those weapons with an infinity sign ( $\infty$ ) in the Energy column have a separate generator and get an infinite number of shots (as long as the generator is working.) They are necessarily either permanently emplaced or vehicle mounted. The generator is included in the Mass rating, the emplacement is not.

### [11.3] Range

The Range section of the [Ranged Weapon Table \(11.81\)](#) gives the maximum distances in meters that a target may be from a weapon to qualify for the specified range modification to the to-hit die roll. **Example:** Look along the Hand Blaster row to the Range section. Reading down the Short column, we find that any target within 12m is considered to be in Short Range. Continuing along the Hand Blaster row, we see that targets between 12m and 23m are considered to be in Medium range, and 23-35 meters is Long Range. A Hand Blaster does not have an Extreme range.

### [11.4] Damage and Blast Radii

The Damage section of the [Ranged Weapon Table \(11.81\)](#) gives the number of damage dice and any adjustment to them for both Con. and End. For example, 3d+2 means roll 3 six-sided dice and add +2 to the result. The Ion Cannon and Proton Torpedoes do a set amount of damage.

Grenades and Thermal Detonators have a blast radius of 5 squares (meters). Rocket Launcher projectiles have a blast radius of 10 squares (meters). Proton Torpedoes have a blast radius of 25 squares (meters). Roll the indicated damage for each target within the blast ra-

dus, subtracting 1 die from the roll for each square (meter) the target is from the impact square. For Proton Torpedoes, subtract 8 points of damage for each square (meter) from the impact square. Damage is accorded to every person, place and thing within any blast radius: it cannot tell friend from foe.

#### [11.41] Determining Impact Squares

To find the impact square of Grenades, Thermal Detonators, Rocket Launcher projectiles and Proton Torpedoes, roll normally to find if the projectile hits the target. If a hit is not made, roll 2 dice of different colors, designating one as the Control die, the other as the Objective. Roll the Objective die for a number between 1 and 4 (re-roll on 5 or 6), then roll the Control die. On a Control roll 1-3, keep the Objective roll; on a Control roll of 4-6, add +4 to the Objective roll. This will yield an equal chance of a random number between 1 and 8.

Using the square point (side or corner) of the intended target square opposite the firer as 1, count clockwise around the square until the number rolled above is reached. This is the direction of scatter. Now roll 3d and count that number of squares (meters) away from the intended impact square in the direction of scatter. The final square reached is the actual impact square. Determine blast radius damage from that point.

Grenades scatter 1d squares (meters) distance.

**Example:** A Stormtrooper fires his Rocket Launcher but does not make his to-hit die roll. He then makes an Objective roll of 3 and a Control roll of 5, yielding a final number of 3+4=7. Assuming he is firing in a basically northwesterly direction, the northwest corner of the intended impact square would be counted as 1, the northern side as 2, the northeast corner as 3, etc. around to the southwest corner counted as 7. Then rolling a 10 on 3 dice, he counts 10 squares from the intended impact square, stopping on the square where the Rocket Launcher projectile impacted.

#### [11.5] Overload Blast

The Overload Blast column of the [Ranged Weapon Table \(11.81\)](#) gives the amount of damage a weapon will do when it overloads and blows up. When there isn't any number in this column, it means the weapon cannot overload. Overloading a weapon cannot be done accidentally, but is an activity that takes 6 Actions performed by up to 2 men. Detonation can be set to take place from zero (0) to 60 Combat Turns af-

ter completion of the 6 Actions. Subtract 3 damage points for each square (meter) from the detonation square a target is in.

#### [11.6] Weapons and Stunning

All ranged weapons except Rocket Launchers, Proton Torpedoes and Stun Guns can be set on Stun. Doing so doubles the number of shots the weapon can fire (i.e., each shot uses ½ the energy), but a hit will not cause any Con. damage, only End. damage – and that to and End. of 0 only. A Stun Gun is a Blaster set permanently on Stun. A Grenade or Thermal Detonator set on Stun still uses all of its energy (i.e., it still explodes.)

#### [11.7] Weapons Training

The Weapons Training column of the [Ranged Weapon Table \(11.81\)](#) gives the minimum Weapons rating a Character needs to be able to operate the weapon. If a Character's Weapons rating is less than that given in the Weapons Training column, he cannot use the weapon as a ranged weapon at all. If a Character's Weapons rating equals that given in the Weapons Training column, he is able to use the weapon as a ranged weapon without any positive modifiers. For each full four (4) points that a Character's Weapons rating exceeds the minimum required, he can add +1 to his chance to hit during ranged weapon combat. **Examples:** The Hand Blaster requires a Weapons rating of 0, so any Character can use it, regardless of training. With a Weapons rating of 4, a Character gets a +1 with Hand Blasters, and can begin to use A-A Cannon.

#### [11.8] Melee Weapons

Melee weapons are used in Melee (hand-to-hand) combat. The Extension of a Melee weapon is its "Range", so to speak; the distance at which it can Strike an opponent. All weapons with N/A in the Energy column of the [Melee Weapon Table \(11.91\)](#) are non-energized (i.e., club-type usage). The numbers in the Energy column show the maximum number of hours the weapon can be activated before it must be recharged.

The Blows/Option column of the [Melee Weapon Table \(11.91\)](#) tells how many Strike Options must be taken before a blow can be resolved. For example, a "1/2" in the Blows/Option column means two successive Strike Options must be taken before the to-hit die roll can be made. These Strike Options **must** be made successively (in a row) to qualify for fulfilling the Blows/Option requirements.

Non-energy weapons do ½ damage against armor.

**The Neuronic weapons** are specifically designed to affect the central nervous system of any struck being. It must actually make contact with the being to be effective, however. A Neuronic weapon must make at least 1 Con. point of damage on its target to apply any End. damage, and all End. damage is always applied; Armor and Hit Location do not detrimentally affect the End. damage caused by a Neuronic weapon.



## [12.0] ARMOR

Scan the **Armor Table (12.4)**. There are several different kinds of Armor, each of varying designs and purpose, but all designs of a certain type have the same effects.

Armor Class is the number of Con. hits the Armor will absorb from any attack. All remaining hits will be taken by the wearer. Armor Class also subtracts End. hits, transferring damage up to – but not over – the number of Con. hits received by the wearer. **Example:** A man wearing Republic Armor is hit with Heavy Blaster fire for a total of 18 Con. and 14 End. points of damage. The Armor will absorb 6 points of Con. and End. damage, transferring the remaining 12 Con. and 8 End. hits to the man. If he had received 20 End. hits, only 12 of them would have been taken, since Armor transfers End. damage up to – but not over – the amount of Con. Damage.

Non-energized Melee weapons do ½ damage against Armor.

## [12.1] Shock Rating

An Armor type's Shock Rating is the number of Combat Turns a Character's Options will be reduced by 1 (to a minimum of zero) when faced with an opponent wearing that type of Armor. For example, Stormtrooper Armor has a Shock Rating of 5. Therefore, whenever a Character fights anyone wearing Stormtrooper Armor, the number of Options they may perform is reduced by 1 for the first 5 Combat Turns.

**IMPORTANT:** Every time a Character successfully combats an opponent (kills or seriously wounds one or more without being seriously wounded himself) wearing a certain kind of Armor, he develops an immunity to its Shock Rating. Reduce the Armor's Shock effects for that Character by 1 (to a minimum of zero) each time. If the Character fights and

gets hurt, the Shock effects remain the same for him, they do not go back up.

## [12.2] Chart Explanations

**Armor Class** is the number of Con. and End. hits the armor will absorb from any and all attacks that hit it.

**Shock Rating** is the number of Combat Turns an opponent will have their available Options reduced by 1. [See 12.1.](#)

**Encumbrance** is the Dex. adjustment a Character must take when wearing that Armor type. For instance, a Character with a Dex. of 13 is wearing a Protective Vest. While doing so, his Dex. Is reduced by 1 to an effective rating of 12.

**Mass** gives the weight of the armor. Add this to the rest of the wearer's equipment to determine the total mass he is carrying for (additional) encumbrance purposes.

**Movement** gives the adjustment to a Character's movement when wearing that Armor type. **Example:** a Human wearing Republic Armor moves at ¾ normal speed, or 16.5 max.

**Cost** is how many Cr. a new suit of armor costs. Those items with N/A in the Cost column are illegal for a private citizen to own.

## [12.3] Notes

Plastic Armor is worn by Stormtroopers.

Protective Helmets and Protective Vests are worn by Fighter Pilots.

Powered Assault Armor is a special kind of armor worn only by Assault Troopers into combat. It carries two special Rifle Blasters – one on each shoulder, swivel mounted so they always point in the direction of the wearer's upper arm, and a Lightdagger with an extension of 18" in the index finger of the wearer's strong hand. Though it's heavy, Assault Armor does not encumber its wearer, but supports itself, actually increasing its wearer's reactions and speed. The armor carries rechargeable internal powerpacks good for 24 hours continuous operation.

Plastic, Assault, Republic and Environmental Armor cover the entire body. The Protective Vest covers Chest, Fatal Body and Shoulder areas. The Protective Helmet covers the Head and Neck.

## [13.0] WOUNDS AND HEALING

### [13.1] Wounds

When a creature receives hits, but is not killed, the creature is said to be wounded. When a body part takes damage (see **Hit Location Table 7.4**) equal to  $\frac{3}{4}$  the creature's Con., that part is considered destroyed and will either have to be removed or replaced (see **Cybernetics 23.0**)

Con.:

- 6 or less: Creature is dead.
- 5 – 0: Incapacitated: Move, Dex., Agil., Mk. = 0
- 1 – 5: Seriously Wounded: Move, Dex., Agil., Mk. =  $x\frac{1}{2}$
- 6 and up: No Problem: all Attributes unaffected.

End.:

- 1 or less: Creature will die in 5 minutes if not attended to.
- 0 – 2: Creature Unconscious.
- 3 – 6: Extreme Agony: : Move, Dex., Agil., Mk. =  $x\frac{1}{2}$
- 7 and up: No Effects.

**Note:** Characteristic adjustments due to damage are cumulative. For example, a creature with a Con. of 4 and End. of 6 will have its Move, Dex., Agil. and Mk. quartered ( $x\frac{1}{4}$ ).

### [13.2] Healing Wounds

When a Character receives wounds but is not killed, those wounds can heal as described below. Wounds cannot heal to a point greater than the Con. and End. ratings prior to injury.

#### [13.21] Healing Con.

Medical help (hospitalization) can heal 6 Con. points per day at a cost of 1,200 Cr./day for a semi-private room, 3,500 Cr./day for a private room, or 7,300 Cr./day in a Bacta tank in Intensive Care. **Insurance (26.0)** may help defray the costs of hospitalization. **Cybernetics (23.0)** are also available at a hospital.



If hospitalization or hospital care (like a Medical 'Droid) is not available, rudimentary First Aid and total rest will heal 1 Con. point per week. Cost is about 120 Cr./week for First Aid supplies.

#### [13.22] Healing End.

There are two kinds of End. damage: A) that which is connected to actual Con. damage, and B) that which represents the shock and pain of the initial injury. Any End. damage greater than the amount of Con. damage is considered type B. For example: a Character with 8 Con. hits and 12 End. hits has 8 points of Type A End. damage and 4 points of type B End. damage.

Type A damage heals – with complete rest – at 12 points per 24 hours. Any exertion “reawakens” 1-6 Type A End. hits per Action Turn.

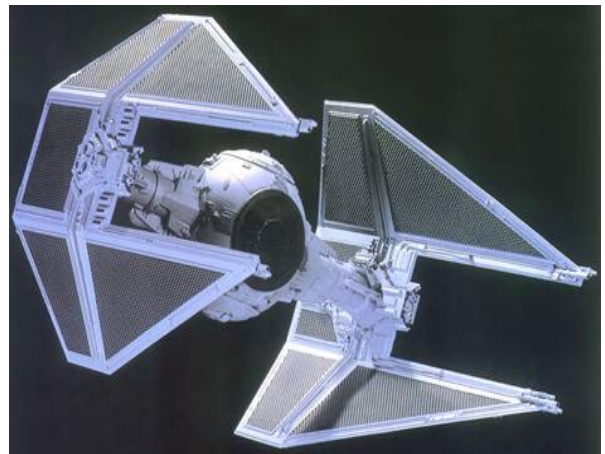
Type B damage heals (completely) at 4 points per hour (Basic Turn) as long as the wounded Character remains at rest.

#### [13.23] Intensive Care

Intensive Care puts all patients into a Bacta Tank who are Incapacitated or have an End. of less than 0. They stay there only until their Con. reaches at least 4 and End. reaches at least 6.

#### [13.24] Stamina

Stamina is reduced when a Character chooses particular Actions and Options. It is regained at a rate of 1 point per minute (30 Combat Turns) of rest.



## [14.0] VEHICLES

### [14.1] Chart Explanations

Vehicle combat takes place on a hexsheet (surface) where 1 hex (inch) represents 1,000 meters and one turn represents 2 seconds of real time.

The letters in parenthesis after the vehicle's type tell where each vehicle can operate: A = Atmosphere, G = on or near the Ground, S = Space. Vehicles with more than one letter can operate in more than one environment.

The **Cargo** column shows how many cubic feet each vehicle has as designated cargo area. Approximately 10 Mass points take up 1 Cargo point.

The **Crew/Passengers** column gives the minimum-to-maximum crew needed to operate the vehicle, and the maximum allowable passengers with maximum crew.

The **Speed** column denotes the maximum number of hexes (inches) the vehicle may move per Combat Turn. Those vehicles with numbers in parenthesis may maneuver on the ground board (1 square = 1 meter). The numbers in parenthesis give the maximum speed per Combat Turn in meters.

The **Maneuverability** column tells how many hexes (inches) the vehicle must move straight forward before being able to make a 1 hexside (60°) turn. **Example:** a Maneuverability of 1/6 means the vehicle must travel six hexes forward before being able to make a 1 hexside turn. Those vehicles with numbers in parenthesis can fight directly on the Ground Combat board. The number in parenthesis gives the number of squares the vehicle must move forward before being able to make a 1 square point (45°) turn.

#### [14.2] Facing

All vehicles must have their nose pointing toward one hexside. This is called its facing: the vehicle is facing a certain hexside. A vehicle's rear will always be pointing toward the hex it just left (**Exception:** some vehicles can turn more than one hexside, notably: Landspeeders, Speeders, AT-AT, AT-ST and Air Hoppers.)

#### [14.3] Fields-of-Fire

TIE type E, J, and L fighters can fire their A-A cannon at targets within the 60° along their front three hexsides. A-Wing, B-Wing, X-Wing, Y-Wing and TIE Interceptors, Speeders and Air Hoppers can only fire straight ahead into their front hexrow. Y-Wing and TIE Type L Fighter/Bombers have a swivel-mounted Rapid-Fire Blaster operated by the second crewman that can fire 360°.

Unless otherwise specified, Proton Torpedoes on all fighter ships fire into their front hexrow only.

Ships with a Size Rating of 6 or more have 360° fields-of-fire with all weapons.

#### [14.4] Combat Resolution

Fire is conducted similarly to Ground Combat. The firer's Dex. determines the number of Options available to him, Range Modifiers are applied, and so on. Vehicle combat adds the following modifiers:

- 1) subtract the target vehicle's present speed from the firing vehicle's present speed, and subtract that differential from the to-hit die roll;
- 2) subtract the target vehicle's maneuverability from the firing vehicle's maneuverability and subtract that differential from the die roll;
- 3) subtract the Pilot Rating of the target vehicle's pilot from the Pilot Rating of the firing vehicle's pilot and subtract that differential from the die roll;
- 4) subtract the target ship's Size Rating from the die roll.

**Note:** for modifiers 1, 2 and 3, a negative differential will **add** to the die roll.

#### [14.41] Automatic Hits

Natural to-hit die rolls of 5 or less (**not** modified rolls) are considered to be Automatic Hits and eligible for rolls on the [Critical Hit Table \(14.5\)](#).

#### [15.0] MODIFYING VEHICLES

Military vehicles (those with N/A in the Cost column) cannot be modified. However, privately purchased and owned craft definitely leave a lot of room for improvements and "souping up".

Modifying vehicles requires a successful Saving Throw against the appropriate training rating for the vehicle being modified. The first half of the modification (1.5x Speed, 2 points of Maneuverability, and so on) requires a two die Saving Throw. Further modification requires a three die Saving Throw.

Costs given include average price for parts. If hiring a mechanic, his labor costs are 10 Cr. per training level (18.3).

**Speed:** Generally, Speed can only be increased to a maximum of 3x its standard rating (from 6 to 18, for example) at a cost of 80 Cr. per speed point added.

**Maneuverability:** Generally, the bigger and/or faster a vehicle is, the less maneuverable it becomes. However, some improvements can be made to Maneuverability. Maximum is a rise of 4 points (from 1/6 to 1/2, for example), with an absolute maximum of 1/1 for any kind of space-faring craft, and 3/0 (1/3) for any purely atmospheric and/or ground vehicles. Basic cost is about 53 Cr. per maneuverability point subtracted.

**Armor Class:** Armor is easy enough to get hold of, it's just that the more armor a ship carries, the slower and less maneuverable it becomes. Armor Class can be raised at a cost of 50 Cr. a point, but each 3 point increase reduces Speed by 1, and every 4 points reduces Maneuverability by 1. There is no actual limit to the amount of armor one may put on a vehicle, though practical limits are defined by its attributes.

**Shields:** can be increased only so much before the generator becomes too large for the ship. A shield's strength can be doubled (from 30 to 60, for example) maximum. Cost runs 125 Cr. per shield point added.

**Weapons:** Face it, how can you get into trouble (or get out of it, for that matter) unless you've got guns on your ship. Unfortunately, the only guns legal to own privately are most Blasters. But don't give up hope: the [Black Market \(22.1\)](#) was designed to meet just such needs. And besides, the Empire doesn't mind if a spaceship has a couple A-A Cannon – in fact, it's expected; it's what you do with the weapons that can get you in trouble.

Depending on supply-and-demand, the basic Black Market prices for A-A Cannon can run from 300-1,200 Cr. ea., you install. Turret mounted Quad A-A Cannon usually run from about 1,000-2,500 Cr. ea., you install. Other weapons, such as Rapid-Fire Blasters, Heavy Cannon, Proton Torpedoes, Rocket Launchers, and such, are much more difficult and expensive to obtain. So much so, in fact that individual dealers (the Referee) set their own price – when they have the item available. The prices are always exorbitant (unless, of course, they're about to be caught with the goods, then the price is only massive.)

A vehicle may only carry (additional) weapons of a mass up to 10x its cargo area, and by doing so will fill up that cargo area. That is, every 10 Mass points of weapons (or portion thereof) will permanently fill up 1 cubic foot of cargo area (1 Cargo point.)

## [16.0] SHIELDS

Shields are energy fields designed to stop or impair the destructive power of incoming energy fire upon a vehicle. Shields (when they exist) cover the vehicle from all sides with a defensive power equal to its Shield Rating. A ship's standard Shield Rating (before any **modification 15.0**) is given in the Shields column of the Vehicle Tables (**14.11, 14.12**).

### [16.1] Flexible Shields

Some ship owners have been known to modify their shields from fixed all-around to flexible fore-and-aft. This configuration doubles the Shield Rating, but allows only two opposite sides of the ship to be covered at any one time: fore and aft, top and bottom, or two opposite sides. Changing flexible shields to a contiguous side takes one Option.

### [16.2] Receiving Fire

When a shield is struck by incoming fire, subtract the present Shield Rating from the number of hits (Con. damage) done by the firing weapon. Only Con. points are counted in vehicle combat. If there is any damage remaining in the hit, it then goes on to the vehicle, striking its armor (if any). Subtract the ship's present Armor Class from the hits that struck the vehicle. All remaining hits are scored against the Damage to Destruction (DtD) number. When the DtD reaches 0 (zero) the vehicle is destroyed.

### [16.3] Shields and Damage

Each time a shield is breached (receives more hits than its Shield Rating), its Shield Rating is reduced by the number of hits it allowed through. Shields must be turned off and allowed to "rest" for 1 hour to recharge enough energy to regain 1 Shield Rating point. When a shield reaches 0, it is destroyed and must be replaced in order to be reactivated.

### [16.4] Armor Class

Whenever hits breach a shield and strike a vehicle's armor its Armor Class will be reduced by 1 if the number of hits equal or exceed 75% of the vehicle's current Armor Class – even if the armor is able to stop all the incoming hits. **Example:** an A-Wing Fighter has a current Armor Class of 10. If it takes 7 or fewer hits to its armor, it absorbs all the hits with no effect to the ship. If the armor takes 8, 9 or 10 hits, the Armor Class is reduced to 9, with no other effect to the ship. With 11 or

more hits, the Armor Class is reduced to 9, and 1 or more hits are taken against the fighter's DtD.

Replacing armor costs the same as getting new armor: 50 Cr. per point (see 15.0).

### [16.5] Shields and Atmosphere

When in an atmosphere, a vehicle's shields have all they can do to keep all those gases from tearing the ship apart, as well as dealing with the interference from all those random molecules bouncing around. Vehicle-borne shields are virtually useless in an atmosphere (like, say an effective Shield Rating of 10% or less). Shielded ships don't like to fight in an atmosphere.

## [17.0] THE FORCE

Every sentient creature (i.e., non-'Droid) has a Force Affinity determined at Character Creation by rolling 3 dice and referring to the **Force Affinity Table (3.6)**. Generally, it is only through training in the Force that one's Force Rating can be developed beyond 0 (zero). The exception is **Unconscious Control (17.1)**.

### [17.1] Unconscious Control of the Force

If a Character's Force Affinity is 5 or better and he has received no training in the Force (Force Rating = 0 [zero]), some small amount of control over the Force can be unconsciously developed. This unconscious control will manifest itself in favorable die roll modifications in stressful (combat, panic, surprise, or similarly dangerous) situations; never as a telekinetic power, nor as a manifestation of the Light or Dark Side of the Force. These modifications will only be to a maximum of their Force Affinity. They will also tend to get "funny feelings" about things whenever the Referee needs a story hook or something else to get the game moving.

Unconscious control is developed using the following procedure. Each time an eligible Character is in a stressful situation (combat, panic, danger, and so on), the Referee should roll 3 dice secretly. If the roll is less than the Character's Force Affinity, his Unconscious Control is immediately increased by 1. Each time the Character is in a stressful situation, the Referee should secretly apply a favorable die roll modification to all his actions equal to his present Unconscious Control.

If the Character ever receives any training in the Force (his Force Rating is more than 0 [zero]), he immediately loses any unconscious control he may have.

### [17.2] The Light Side of the Force

The Light Side of the Force is the harder but more acceptable way of developing in the Force. A true Jedi Knight pledges himself to the Light Side: Force training is designed to produce good Knights; students of the Dark Side are few and far between (and there are always only two Sith). A devotee of the Light Side will develop in the Force normally, and believes in the supremacy of Free Will and the Right To Life for all (effectively a highly powered Noble). Followers of the Light Side will rarely use the Force for attack (an attack is defined as any activity intended to put Con. and/or End. hits on a living being. Somehow, attacking machines doesn't count as an attack for Dark Side purposes.) A true devotee of the Light Side of the Force uses it for information and defense, never attack. See also **Important** note, 17.4.



### [17.3] The Dark Side of the Force

The Dark Side is the easier, more seductive way to power, but does carry side effects. From the moment a Character is seduced by the Dark Side of the Force, his personality changes. A Character using the Dark Side of the Force seeks personal gain above all, and may freely apply their Force Points as a to-hit die roll modifier in any attack (ranged or melee). "The Right to Life" and "Free Will" are only catchphrases he might use to catch others off-guard in his headlong struggle for the top (effectively a highly power Scoundrel). Needless to say, devotees of the Dark Side are often enemies of the Empire due to their subversive tendencies. Once a Character begins to travel the path of the Dark Side, forever will it dominate his destiny.

### [17.4] Force Abilities

Those receiving training in the Force will have control over physical matter, as well as things that affect or are affected by physical matter, to a greater or lesser degree. These include the following abilities:

**Telekinetic Hand** able to lift, move, hold or squeeze a number of objects less than or equal to 1/3<sup>rd</sup> the Character's Dex., with a total Mass of less than or equal to his Force Rating. This manifestation of the Force is line-of-sight. If the Character can see it, either live, televised, magnified, or whatever, he can affect it. If he can't see it with his eyes, he can't affect it.

**Favorable Die Roll Modifications** less than or equal to their Force Points during Combat and Action Turns.

**Know Another's Force Rating/Affinity**, if the using Character's Force Rating is 2900 or more.

**See** past, present and (possible/probable) near future events, if the using Character's Force Rating is at least 3100. Remember, the Force is not infallible; "Always in flux is the future. Hard to read, it is." At lower levels, it can be used as a kind of "combat sense", allowing the Force user to anticipate attacks up to 1 Combat Turn in advance.

**Limited Mind Control** if the Character's Force Rating is 400 or more greater than the controlled being ('Droids cannot be controlled in this way). A creature is immune to "Jedi Mind Tricks" if it has a combined Force Level, I.Q., and Guile of at least 35. Or be a Toydarian. This mind control causes the affected person to repeat and agree with whatever the Force user says.

**Ranged Weapon Shield** equal to their Force Level. The shield is good only against Ranged Weapon hits. When using only his hands, the Force user can "catch" a maximum of 1/4<sup>th</sup> the Character's Dex. in shots (that is, a Force user with a Dex. of 14 can stop up to 3 Ranged Weapon hits per Utilize Force Action).

When using a Lightsaber, the Force user can add an additional number of shots equal to his Lightsaber skill rating. Additionally, the strength of his shield is the same as the strength of his Lightsaber: practically infinite. If he wants, with a successful Saving Throw vs. Force Points, he can reflect the shot back to the original firer, or another enemy at the Force user's discretion.

**Jedi Knights only** can consider their Force Points as a number of points that can be divided up between different die roll modifications, Attribute Augmentation, and Force Abilities. For example: with the same Utilize Force Action, a Jedi Knight could modify 2 die rolls against him, add 3 to his Stam. for that Combat Turn, and use the remaining 5 Force Points to lift (Telekinetic Hand) 100 Mass points of 'Droid. Referees should note that using this ability to add points to Mk. is using the Force to attack.

**Important:** A devotee of the Light Side of the Force may use his die-roll modifications to attack when he is sorely pressed against an opponent he is unable to hit otherwise (usually only in ritual Melee combat between Jedi Knights.) Each time a student of the Light Side wishes to use the Force for attack, he must make a 3d Saving Throw vs. Force Points. If successful, he is considered to have his negative emotions under control and can make the attack without calling on the Dark Side. If unsuccessful, the Character can stop himself if he missed the roll by 2 or less, and not make the attack with his Force modifiers if he wants. If he continues the attack, he will be a Dark Jedi from that moment onward. If he missed the Saving Throw by more than 2, he is a Dark Jedi from then on. Period.

**Referees:** take note each time a student of the Light Side takes this option. It is an extremely rare case, and is considered very, very tacky anyway. If he has chosen this option more times than his Force Affinity, add one die to the Saving Throw for each time after that when he tries to attack using the Force: he obviously wants to be Dark Jedi anyway.

*[Author's Note: Looking back at this from 27 years later, I still refuse to use – or even consider – any kind of "Dark Side Points" system where each time a Jedi uses the Force to attack, the Referee will secretly add 1 Dark Side Point and then make a 2d Saving Throw against the Character's current score. Missing the throw makes him "Gray", whatever that means. The next time he misses the throw, he's Dark. This means you'd have to keep track of Light Side Points to counteract Dark Side Points, and it gets really messy. So I'm not even going to mention it. If you want to play with Dark Side and Light Side Points, go get the official, authorized RPG from Lucasfilm.]*

Find the Force Level and Force Points for Force Ratings on the **Force Points Table (17.6)**. Locate the Force Rating that is nearest without going over, and read across to the desired column. All abilities, except die roll modifications, can only be used during the Utilize Force Action.

#### **[17.5] (OPTIONAL) Special Force Abilities**

Upon achieving Master status (Force Rating = 3375+), a devotee of the Force –either student or Jedi Knight – is eligible to receive special abilities.

When a Character's Force Rating reaches 3375, roll once on the Special Force Abilities Table 18.62.

When a Character's Force Rating reaches 4096, roll once more on the Special Force Abilities Table 18.62.

When a Character's Force Rating reaches 4913, roll twice more on the Special Force Abilities Table 18.62.

When a Character's Force Rating reaches 5832, roll three more times on the Special Force Abilities Table 18.62.

When a Character's Force Rating reaches 6859, roll three more times on the Special Force Abilities Table 18.62.

When a Character's Force Rating reaches 8000, write and tell me how he accomplished it.

If a Character rolls the same Special Ability a second time, he may either A) take the Special Ability at twice effectiveness, or B) roll again for a different ability. If a Character rolls the same Special Ability a third time, he must roll again for a different ability.

If he so desires, a Character may alter his Special Ability die roll by 1 for every complete month he spends in private meditation (doing nothing else) prior to making the Special Ability die roll.

If a Character can find another master of the Force who is willing to teach him one of his own Special Abilities, a die roll need not be made for that Special Ability.

Unless otherwise noted, each of the abilities require deep concentration to enact; several minutes of meditation, and immobility while it's being used.

### [17.51] Special Abilities Descriptions

**Karma:** This ability allows a Force user, upon his death, to become an entity completely one with – but distinct from – the Force. He becomes a non-Player, ghost-like mentor of the Player's next Jedi Knight Character. As such, the new Jedi Knight Character will start the game with his Force Rating developed to 500 times his Force Affinity. If the Player can't wait until he has a(nother) Jedi Knight Character, he may choose any other new Character of his to visit the Karma-d Character upon. In that case, the "dead" Character may add his Force Rating to the new Character's once per week. Getting this ability twice allows the Character to be mentor to two different Characters. Upon his death, the body of a Character with this ability will disappear, and he "will become more powerful than you can ever imagine."

As a corollary to this ability, before he dies the Character is able to enter a meditative trance and communicate with those who have passed into the Force (died) ahead of him.

**Invisibility:** A Character with this ability can become effectively invisible to others' perceptions, as long as he doesn't attack. Sight only is a 1d Saving Throw vs. Force Points. Adding sound and smell is a 2d Saving Throw vs. Force Points. Invisibility to all senses is a 3d Saving Throw vs. Force Points. Moving adds 1d to the Saving Throws. Getting this ability twice reduces the dice needed for the Saving Throw by 1, or allows the Character to remain invisible while attacking.

**Telekinetic Reach:** By sitting down and concentrating, a Character with this ability is able to get a vision of elsewhere through the Force (the **See** Action) and utilize his Telekinetic Hand there. This ability effectively removes the line-of-sight limitation on the Telekinetic Hand. Getting this ability twice allows a Character to reach out telekinetically without sitting down to concentrate, but he must still be immobile.

**Privation:** Basically, this is a slowing down of the body's metabolism without detrimentally affecting body activity. Allows a Character to go without food and water for a number of days equal to their Force Points, do without air (hold his breath) for that many minutes (Force Points), and do without atmosphere (unprotected in space) for that many seconds. Getting this ability twice doubles the amount of time the Character can do without.

**Healing:** In 10 minutes (1 Action Turn), a Character with this ability can heal their Force Level in Con. and End. hits on any creature he's touching. This includes himself. Getting this ability twice doubles the number of hits healed per turn, or allows it to be used at up to 3 meters range. Devotees of the Dark Side also use this ability to **cause** up to their Force Level points of End. damage per Action Turn (Force Lightning).

**Combine Force Rating:** A Character with this ability can add  $\frac{1}{2}$  the Force Rating of another Character to his own (of course, the other Character isn't able to use his own Force Rating then). If both Characters have this ability, the full Force Rating is added to one of them. Characters must be touching to combine their Force Ratings. Getting this ability twice (or if both Characters have this ability) allows the full Force Rating of the other to be added.

**Feign Death:** Actually, just an extremely deep meditative trance. All their Force abilities are available, but that is all a Character can do while he is under. Only another Character trained in the Force will be able to tell he's alive (through the **Know Another's Force Rat-**

**ing Action**), All instruments and other examiners **will be fooled**. The Character can recover normally in 10 minutes (1 Action Turn). If stimulated by someone else (shaking, slapping, and so forth), he can come around in as little as 3 minutes, but will temporarily lose 1 Stam. point for each such minute he loses. Getting this ability twice halves the amount of time it takes to recover.

**Aging:** Slowing down the aging process. A Character with this ability will age 1 year for 10. This ability is on constantly, the Character doesn't need to concentrate to use it. Getting this ability twice allows the Character to age 1 year for twenty.

**Limited Telepathy:** A Character with this ability can read and send surface thoughts (conversational) within 5 feet. Basically allows a Character to converse with anyone, whether he knows their language or not. Getting this ability twice allows the Character to converse with animals (non-sentient beings).

**Illusion:** An extension of Limited Mind Control. Following a successful 3d vs. Force Points Saving Throw, a Character with this ability may make up to 3 creatures see anything he wants. The number of dice used in their Saving Throw to disbelieve should reflect the believability of the illusion. The victim's Saving Throw vs. I.Q. may be modified by their Force Points, and is done on an individual basis: just because one person disbelieves doesn't mean anyone else will. Add 1 die to the Character's Saving Throw for every 2 (or portion of 2) people above 3 he's trying to affect. Only devotees of the Dark Side will have their illusions attack. Getting this ability twice doubles the number of creatures the Character can affect: 6 creatures and every 4 or portion of 4 extra.

**Weather Control:** A Character with this ability can alter atmospheric conditions. The amount of change determines the number of dice in the Saving Throw. Creating fog or a light wind would be a 1d Saving Throw vs. Force Points. Rain or heavy wind would be a 2d Saving Throw

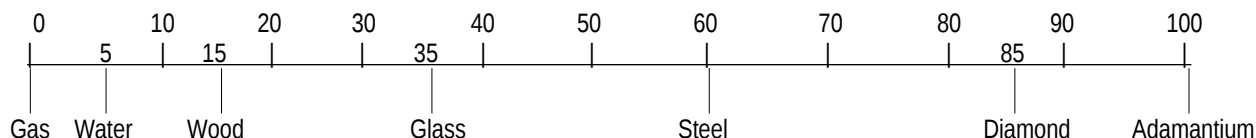
vs. Force Points. Storms, lightning, hurricanes and such would be a 3d Saving Throw vs. Force Points.

**Force Wall:** A Character with this ability can project his Ranged Weapon Shield up to 1 meter away from himself and have it cover an area equal in square meters to their Force Points. As such, it will also stop melee weapon attacks. The Character can move at  $\frac{1}{2}$  walking speed maximum while his Force Wall is up. Getting this ability twice allows the Character to move up to full walking speed and project the wall up to 2 meters away.

**Life Control:** A Character with this rare ability will have control over the very creation and continuation of life itself. Dead bodies can be brought back to life with a successful 3d vs. Force Points Saving Throw (subtract 1 from the die roll for every 5 minutes the body has been dead.) Dark Force users can bring live bodies to death using the same procedure. There is a legend that a powerful Sith Lord combined this ability with his **Telekinetic Reach**, made a successful 5d Saving Throw, and actually caused a male child to be conceived through the power of the Force alone. Other possibilities exist to creative and imaginative Referees.

**Molecular Cohesion:** The ability to affect the molecular bonds of any solid or liquid, making them stronger or weaker. Given enough time, a Character with this ability could eventually turn any solid – no matter how hard – into its constituent gas. At most, the Character can affect an area in square feet equal to their Force Points. Hardness changes (higher or lower) at a rate equal to  $\frac{1}{2}$  their Force Points (retain fractions). The heat given off (or absorbed) by the process can be either diffused into the atmosphere (if any) or the Force, at the Character's discretion. The same line-of-sight restrictions as are on the Telekinetic Hand apply to this ability. Getting this ability twice doubles the area the Character can affect, **or** the rate at which the hardness changes (Character's choice per each use).

## [17.52] Hardness Scale



## [18.0] IMPROVING ATTRIBUTES

Most Attributes can be raised. The general rule is that a Character can train in any combination of 4 different Attributes and Skills at once.

All training takes place over a 3-month period. This time should be taken outside of role-playing adventures while the Character is doing his job. Attributes are raised by a certain number of points for each 3-month period of training. A Character's I.Q. Luck, Height, Guile and Char. cannot be raised through normal means.

### [18.1] Procedure

**Agility** is raised through gymnastics training. Each 3-month period, roll 3 dice. If the number rolled is greater than the Character's current Agil., add that number to his Agil. If the number rolled equals the Character's Agil., add 1 to his score. If the number rolled is less than his current Agil., add nothing to his score. A Character must belong to a gym to train in Agil. (see [table 25.21](#)).

**Constitution** is increased by general exercise, and is raised using the same method as Agility.

**Dexterity** is raised by 1 point for every 3 points of self-defense training received (unarmed, Lightsaber, and so on).

**Endurance** is raised through Alpha Manipulation training. AM training lasts a week and costs at least 3,000 Cr. per point.

**Gender** requires a surgical procedure to change. Prices and time required depends on the doctor (Referee). Changing gender is illegal on some planets.

**Marksmanship** is raised through gun training. Gun schools are fairly cheap: 500-1,000 Cr. a year. After each 3-month period, roll 3 dice. If the roll is equal to or greater than the Character's present Mk., raise his Mk. Rating 1 point. Mk. Can only be raised a maximum of 3 points, after which the only method of increasing a Character's chance to hit is through Weapons training (see [11.8](#), [19.31](#)).

**Mass** can pretty much change with the wind, but basically sedentary lifestyles, as well as concentrated weight training, will increase one's Mass. Starving has a tendency to decrease it. The Referee will tell you when and how much your Character's Mass has changed.

**Social Class** – see section [\[21.0\] Social Class](#).

**Stamina** is also increased by general exercise and jogging. Stamina is raised using the same method as Agility and Constitution.

**Strength** is increased through concentrated weight training ("pumping iron"). After each 3-month period training in St., roll 3 dice. If the die roll is greater than the Character's current St., add 2 to his St. rating. If it is equal to his current St., add 1. If the die roll is less than his current St., add nothing.

## [19.0] SKILLS TRAINING

A basic general education ("High School") is assumed in all Characters since, failing to go to school, detention homes use mind impression methods during their sleep periods. Skills training then, is received from trade schools or institutions of higher learning. The higher the school's social ranking, the higher the price, generally from 500 Cr. a year for the neighborhood business school or Voc-Tech institute, to 25,000 Cr. a year for your Oxford-type institution. Given enough time and money, a Character can become trained in up to 4x his I.Q. In Training Levels. **NOTE:** The maximum rating in any one field is either 12, or the Character's I.Q., whichever is less. ([See 19.5](#)). Each point received for training in any field is considered a training level. **Example:** A Character with an I.Q. Of 11 can have a total maximum of 44 training levels (points) in any number of fields he wants. Let's say he has a Class 6 Pilot, Class 3 Lightsaber, Class 9 Weapons, Class 8 Unarmed Combat, Class 11 Cybernetics, and Class 7 Computers. His Cybernetics training is "topped out" at 11 (his I.Q.) – he can't learn any more Cybernetics. Also, since he has a total of 44 training levels, he can't learn anything more at all until he "forgets" something (voluntarily lowers a training level in something else.)

A Training level is also referred to as a certain Class of training, or points of training. For example, 3 points of Pilot training can also be called Level 3 Pilot Rating/Training or Class 3 Pilot Rating/Training. Its just three different ways of saying to the same thing.

### [19.1] Training Levels

Training levels are used to tell how much knowledge or ability a Character has in his skills. Some skills are used as die roll modifiers (Combat Skills, Pilot, Navigator, and so on.) The rest define the specialized knowledge and abilities a Character has. A **Saving Throw (10.0)** is still required whenever a skill is being tested. However, even though a Character with Class 4 training may be able to pass a 3d Saving Throw (0.18% of the time), he still does not have the ability to do

anything more than simple-to-medium activities (1d or 2d Saving Throw difficulty).

**Class 1-4 training** is considered simple vocational level. It allows a Character to do such things as identify simple problems and/or do minor repairs. For example, Class 3 Computer training allows a Character to use most common software such as a navicomputer, database or spreadsheet.

**Class 5-8 training** is considered Journeyman or master vocational level. It allows a Character to identify major problems and/or do major repairs. For example, Class 7 Ship Mechanics allows a Character to do major refits or repairs, install weapons, perform upgrades, and such.

**Class 9-12 training** is considered Master Engineer level. It allows a Character to design, invent and implement new things. For example, Class 12 Medical allows a Character to diagnose, prescribe drugs, perform surgery, and such.

### [19.2] Schools

Schools are rated according to the Social Class they are designed to serve. The **Schools Table (3.8)** gives each type of school's Social Standing, the type of institution, its cost and the Status Points graduates will receive per month for the rest of their lives.

### [19.21] Business School

Lower Lower class Characters (Social Rating 3-4) are served by Business Schools. It teaches all skills to a maximum level of Class 4. Subtract 3 from the Teacher Skill die roll (to a minimum adjusted roll of 3).

### [19.22] Voc-Tech Institute

Upper Lower class Characters (Social Rating 5-6) are served by the Voc-Tech Institute. It teaches all skills to a maximum level of Class 6. Subtract 1 from the Teacher Skill die roll (to a minimum adjusted roll of 3).

### [19.23] Community College

Working class Characters (Social Rating 7-8) are served by the Community College. It teaches all skills to a maximum level of Class 8. Add 0 to the Teacher Skill die roll.

### [19.24] Four-Year College

Middle class Characters (Social Rating 9-12) are served by the Four-Year College. It teaches all skills to a maximum level of Class 12. Add 1 to the Teacher Skill die roll.

### [19.25] Four-Year University

Upper Middle class Characters (Social Rating 13-15) are served by the Four-Year University. It teaches all skills to a maximum level of Class 12. Add 2 to the Teacher Skill die roll.

### [19.26] Four-Year Institution

Upper class Characters (Social Rating 16+) are served by the Four-Year Institution. It teaches all skills to a maximum level of Class 12. Add 3 to the Teacher Skill die roll.

### [19.3] Skills List

The following is a list of some of the most common skills used in the game of Jedi. Referees are expected to add to the list as they see fit.

### [19.31] Combat Skills

**Melee Weapons** is a catch-all category where Characters learn to use various types of melee weapons. These include **Lightsaber, Lightdagger** all the weapons listed on the **Melee Weapon Table (11.91)** and any others the Players and Referee can come up with. Each weapon must be trained in separately (unlike Ranged Weapons). Every 3 points of Melee Weapons training raises a Character's Dex. by 1.

**Unarmed Combat** represents a Character's ability to cause damage with various parts of his body, from simple boxing to street brawling to sophisticated martial arts. Use a Character's Unarmed Combat rating as a favorable die roll modifier in Melee combat when he has no weapons (both in attack and defense). Every 3 points of Unarmed Combat training raises a Character's Dex. by 1.

**Ranged Weapons** training does several things in this game. First off, add your Weapons Rating to the to-hit die roll when firing ranged weapons of all kinds. Also, the **Ranged Weapons Table (11.81)** lists in its Wpns Trng. column the minimum Weapons Rating needed to be able to operate the weapon. At Referee discretion, a rating less than that needed can either give a negative die roll modifier equal to the

difference between the Character's rating and the one needed, or it could disqualify the Character from using the weapon altogether.

### [19.32] Field Skills

**Action Hero:** Is at once the easiest to acquire and possibly the most dangerous skill to develop. The Action Hero skill nullifies the effects of [Surprise \(9.0\)](#). A one-die Action Hero Saving Throw reduces a Character's "state of surprise" by 2 Combat Turns (nullifying the effects of Surprise, and halving the effects of Very Surprised). A two-die Saving Throw reduces a Character's "state of surprise" by 4 Combat Turns (nullifying the effects of Very Surprised and gives **one extra** Option during the two Combat Turns while Surprised). A three-die Saving Throw completely nullifies all Surprise, and gives 3 extra Options while in a Surprised state, and so on.

To make an Action Hero Saving Throw, roll a single die. If the number rolled is less than or equal to the Character's Action Hero rating, he's made his 1-die Saving Throw. Then roll another die. If the total of the two dice is still less than or equal to the Character's Action Hero rating, he's made his 2-die Saving Throw. Continue rolling dice one-at-a-time until the total is greater than the Character's Action Hero rating. The last successful Saving Throw is the level of effect for the skill.

To gain this skill, all a Character needs to do is declare his desire to have this skill after surviving being either Surprised or Very Surprised. This gives the Character a class 1 Action Hero rating. Thereafter, whenever the Character successfully uses the skill (makes his Saving Throw) he may add 1 to his Action Hero rating. The only limitation is that a successful one-die Saving Throw cannot advance a rating higher than 6.

**Air Vehicles** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on vehicles designed to operate in atmosphere. At ratings 9-12, a Character can research and design new technologies for atmospheric craft.

**Computer** training gives a Character the ability to use common software such as navicomps, public terminals and such. Ratings 5-8 allow a Character to perform simple programming, use sophisticated software, hack simple security, and such. Ratings 9-12 let a Character perform sophisticated programming, hack secure databases, and so on.

**Criminology** training is used by people on both sides of the law. It gives a Character the ability to make deductions, collect (or hide)

evidence, follow (or hide) clues, track, tail (or detect a tail) suspects, hide, stakeout, and so forth. A minimum rating of 4 is required to work as a policeman.

**Cybernetics** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on cybernetic devices. At ratings 9-12, a Character can research and design new technologies for cybernetics.

**'Droid** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on 'Droids. At ratings 9-12, a Character can research and design new technologies and hulls for 'Droids.

**Electronics** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on electronic devices. At ratings 9-12, a Character can research and design new technologies for electronics.

**Energy Fields** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on energy field generators, force fields, and such. At ratings 9-12, a Character can research and design new technologies for energy field generators.

**Ground/Underground Vehicle** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on vehicles designed to operate on or underground. At ratings 9-12, a Character can research and design new technologies for ground craft.

**Languages:** each race has its own native language, as well as the common tongue of the Empire (which sounds strangely like English with a British accent). Starting Characters are considered to have a rating of 6 in their native language, and a rating 5 in Common (backgrounds will often alter this). If both characters in a conversation have a combined rating of 13 or more in the same language, they are considered to be able to communicate without difficulty. **Example:** a Rodian has a rating of 6 in Common, and a Bith has a rating of 7 in Common. They can communicate freely since they have a combined rating of 13 in the same language. A rating of 1-3 allows a Character to understand, but not speak a language. Each language must be learned separately.

**Medicine** is a very useful skill in the dangerous galaxy of Star Wars. A rating of 1-4 allows a Character to apply simple First Aid. A rating of 5-8 gives a Character paramedical abilities. A rating of 9-12 means the Character can act as a doctor, diagnosing, prescribing, performing surgery, implanting cybernetics, and the like. At this level, a

Character is often expected to specialize in a particular field such as Dentistry, Xeno-practice, Psychiatry, Surgery, Chiropractic, General Practice and so on.

**Music** training gives a Character the ability to understand and use music in its various forms. Each two points of Music rating allow the Character to play a different instrument (singing is considered an instrument). Ratings of 4 or more allow a Character to create his own music (2d Saving Throw for it to be pleasant to listen to.)

**Navigator** training gives a Character the ability to find himself when he's lost, program navicomps (as opposed to using programmed flight courses), Astronomy is a complementary skill to Navigator.

**Pilot** training gives a Character the ability to fly and/or drive all kinds of vehicles. This is the skill that is tested whenever a Character is operating any kind of vehicle, be it on the ground, atmospheric, or space.

**Space Vehicle** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on vehicles designed to operate in space. At ratings 9-12, a Character can research and design new technologies for spacecraft.

**Teaching** training gives a Character the ability to pass on his skills to others. A Character's Teaching skill (or his rating in the skill he's trying to teach, whichever is less) is added to the student's learning die roll. A teacher's effective Teaching Skill cannot exceed his rating in the skill he's trying to teach.

**Water/Liquid Vehicle** training gives a Character the ability to diagnose, repair, upgrade and generally do mechanical work on vehicles designed to operate in or underwater or other liquid media. At ratings 9-12, a Character can research and design new technologies for water craft.

### [19.33] Science Skills

**Agriculture** training gives a Character the ability to grow food plants and animals, knowledge of crop rotation, animal husbandry, and such. Agriculture is complementary with Veterinary.

**Anthropology** is the study of cultures other than yours. This training gives a Character the ability to understand, work with and be accepted by aliens and members of alien cultures. Skill in Archeology is complementary with Anthropology.

**Archeology** training gives a Character the ability to find, recover, catalog and interpret artifacts left behind by lost and dead

cultures. Skills in Anthropology and Languages of the cultures being studied are complementary.

**Astronomy** training gives a Character the ability to read star configurations, predict stellar events (asteroids, meteors, novas, and such), analyze star systems, and so on. Astronomy is a complementary skill to Navigation.

**Biology** training gives a Character the ability to understand and work with living things (animals and plants). Biology is complementary to Medicine

**Chemistry** training gives a Character the ability to understand and work with chemical elements. With a high enough rating, a Character can cook – and even create – new kinds of drugs. Chemistry is a complementary skill with Medicine.

**Geology** training gives a Character the ability to understand, catalog, use and work with all kinds of minerals, rocks, and rock formations.

**Law** training gives a Character the ability to understand and interpret the various laws of the Empire. A rating of 5-8 lets a Character work as a paralegal. A rating of 9-12 allows a Character to practice law either as a lawyer or judge.

**Physics** training gives a Character the ability to understand how different kinds of energy and varying forces work together, from gravity to structural stresses, inertia, molecular and atomic forces, and so on. Ratings 9-12 allow a Character to work in the various areas of Theoretical Physics.

**Political Science** training gives a Character the ability to work in the area of politics and intrigue. It is very useful when running for (or operating in) a political office. Diplomacy and prevarication are also important parts of this skill. Law is a complementary skill.

**Psychology** training gives a Character the ability to understand how a sentient mind works and reaches conclusions; why a person acts and reacts as they do. It also allows a Character to counsel with others and help them overcome emotional traumas and dysfunctions.

**Physiology** training gives a Character the ability to understand how the bodies of living beings operate. It is a very general skill. This skill is complementary to Medicine, but doesn't of itself give the ability to heal. A Character can determine physical anomalies, and try to figure them out. This skill is especially useful as a complement to diagnosing physical and medical problems.

**Sociology** training gives a Character the ability to understand, interpret and utilize his own culture/society, especially from a historical point-of-view. That is, a Character with this skill will know how his culture came to be the way it is and how to change it for the better (in his own opinion).

**Veterinary** training gives a Character the ability to diagnose, treat and heal non-sentient animals: Medicine for animals. This skill is complementary with Agriculture.

### [19.5] Raising Training (Skill) Levels

For each 3-month period in training, roll 2 dice. If the roll is equal to or greater than the Character's present Training Level in that field, raise his Training Level by 1. Add 1 to the die roll for every 2 points of I.Q. above 10 the Character has. Subtract 1 from the die roll for every extra field (beyond the first, of course) the Character is training in simultaneously (this includes training to raise Attributes).

"Four-year" schools require a Character's Training Level to increase by at least 1 in each field being trained in during the year (four consecutive 3-month periods), though some schools may be tougher.

### [19.6] Honors Programs

Four-year schools also offer Honors Programs for individuals who consistently raise their Training Level every 3-month period. Joining the Honors Program generally reduces the cost of that school by 10%. Once in the Honors Program, a Character cannot fail to raise his Training Level in each field studied for more than 1 period, or he's kicked out of the program for good. Graduating while still in the Honors Program ("With Honors") raises the Status Points received from the school by 1.

### [19.7] Limitations

Training (Skill) levels can only be raised to a maximum of 12, or the Character's I.Q., whichever is less. Training in the Force is the exception: it raises a Character's Force Rating. There is no maximum Force Rating.

### [19.8] Training in the Force and Jedi Knights

Force training raises a Character's Force Rating and is conducted very similarly to other types of training. Followers of the Light Side of the Force must roll less than their current Force Points on 3 dice. Followers of the Dark Side of the Force must roll greater than their current Force Points on 3 dice. In either case, subtract the Character's

Force Affinity from the die roll. If the adjusted roll was successful, add the difference between the number rolled and the number needed to the Character's Force Rating. For example: a Character's Force Rating is 426, with a Force Affinity of 2. If he is a Light Side devotee, he needs to roll a 7 or less on 3 dice (if he is a Dark Side devotee, he needs to roll a 7 or more). Let's assume he's a Light Jedi and he rolls an 8. Subtracting 2 (his Force Affinity) gives us an adjusted roll of 6. Seven (the number needed) minus 6 (the number rolled) gives us 1 point added to his Force Rating. A Dark Jedi with the same roll gets nothing added to his Force Rating, since he rolled an adjusted 6, and needed to roll 7 or more to succeed in his Training roll.

### [19.81] Instructors in the Force

Masters in the Force are available at most schools rated Middle Class and above. Their teaching skill is found by rolling three dice against the Force Affinity Table (3.5). The result is the teacher's skill level.

Masters in the Force can also be hired privately (actually, you go to their private school to train.) They can be any skill level from 0-6. Their fees are 1,000 Cr. plus 1,000 Cr. per skill level per 3-month period. For example: a Master in the Force with a skill level of 5 would cost 6,000 Cr. every three months.

Player Characters can train others (either Player Characters or Non-Player Characters). They can charge any fee they wish, but should be competitive if they want many students. A Player Character's Force teaching skill level is either their Force Points or his Teaching Skill level, whichever is less

Having a teacher allows a Force student to also subtract the teacher's skill level from the **Force Training die roll (19.8)**.

### [19.82] Limitations to Force Training

Training in the Force does not necessarily qualify a Character to be a Jedi Knight. If a Player Character's Attributes ever meet or exceed those listed on the **Occupation Table (3.11)** for a Jedi Knight, he makes a 3d Saving Throw vs. his Luck. A successful roll means he is accepted as a Jedi Knight. After three months of instruction, he becomes a Jedi Knight with full benefits and disadvantages. Jedi Knights are usually trained from age 4, however. One does not apply to be a Jedi Knight, he is born one; and Jedi Knight prospects are almost always taken from schools of the Force. Training in the Force is the only

specialized training available to a Character before age 18 (the beginning age of all Characters).

### [19.85] The Job of Jedi Knights

Jedi Knights are the cream-of-the-cream-of-the-elite fighting arm of the Empire. As such, the Empire gives them an "on call" status, allowing each Jedi Knight to follow his own life and liberty wherever the Force may call. The Empire, though, may call on the services of the Jedi Knight when **it** feels necessary. In return, a small stipend of 14 Cr. per month is granted the Knight by the Empire while not on duty. Combat pay for Jedi Knights usually runs about 150 Cr. per week.

### [19.9] Military Training

Upon joining any of the Armed Services (except the Jedi Knights), a new recruit is sent through two months of induction training, which gives Class 2 Weapons, Class 1 Unarmed Combat, and Con. and Stam. up 2 each, along with "Learning The Army Way Of Doing Things."

### [19.91] Army Training

At the end of induction training, those qualified will be sent either to the Stormtroopers or the Assault Troopers (see the [Occupation Table 3.11](#)). If a Character is qualified for **both**, roll a die. On a 1-3, he's sent to the Stormtroopers; on a roll of 4-6 he's sent to the Assault Troopers. Extend the roll range by 1 in his favor if he asks for one service or the other. **Example:** A Character qualifies for both combat services and want to join the Stormtroopers. On a roll of 1-4, he gets his desire; on a roll of 5-6, he's still sent to the Assault Troopers. If, on the other hand, he wanted to be an Assault Trooper, a roll of 1-2 would send him to the Stormtroopers, while a roll of 3-6 would make him an Assault Trooper.

If a Character does not qualify for either of the elite combat services, he is sent into the infantry. Infantry training maintains the gains made during induction training.

**Stormtrooper Training** lasts for nine weeks and adds 2 to Con. and Stam., raises Weapons by 2 and Unarmed Combat by 1. St. and Dex. go up by 2 and Agil. goes up by 1.

**Assault Trooper Training** lasts for 3 months and adds 2 to Con., Stam., Agil., Dex., and Unarmed Combat; Weapons goes up by 3 and gives Class 1 Cybernetics (basically field maintenance and repair of the Assault Armor.)

### [19.92] Navy Training

The Navy is slightly different. After induction training, qualified Characters are sent to Pilot's school (see **Occupation Table 3.11**). Other Characters are sent to the Merchant Marine on a roll of 1-4, the Regular Navy on 5-6. Again, extend the roll range by 1 if the Character asks for either service.

**Pilot Training** lasts 4 months and gives the Character Class 3 Pilot skill and the rank of Ensign.

**Merchant Marine** and **Regular Navy** give Class 3 training for whatever job they are placed in (Engineering, Pilot, Navigation, Communication, whatever), and usually lasts 3 months. The Referee decides what specialized training and job the Character receives.

### [19.93] Tours of Duty

Tours of Duty last 4 years for the first tour, 2 years for each re-enlistment. Re-enlistees receive a 150 Cr. bonus upon re-enlistment

While enlisted in the military, a Character receives free room and board, clothes, training, full medical and transportation.

Regular Navy is the penultimate of excitement, the biggest thing being when General Quarters is called and a large-ship battle takes place (**very** rare...who would dare battle the Empire?)

The Merchant Marine lugs goods around in support of the other Armed Services and often must deal with pirates, takeovers, and such. More excitement.

The Ground Forces are often sent in to quell local riots and uprisings, defend Imperial borders, and so on. Always something going on.

### [19.94] Promotion

When an opening appears in the chain-of-command (usually due to battle losses,) a Character will be placed in that opening (promoted) **if** that opening is the one next rank up, and **if** the Referee rolls a 1 or 2 on one die. Each time a Character qualifies for a promotion and doesn't get it, subtract 1 from the next Promotion die roll.

Promotions are always to the next higher rank only; no Character may ever skip a rank. Once a promotion is granted, the subtractions to the die roll for missing promotions are forfeited and begun again.

## [20.0] MILITARY ORGANIZATION

### [20.1] Army

Ground forces are organized into 4-man Teams, 1 Corporal commands 3 Privates. Two Teams are organized into a Squad, commanded by a Sergeant. Three Squads are organized into a Platoon, commanded by a Lieutenant through his Master Sergeant. Three Platoons compose a Company commanded by a Captain through his Sergeant Major. Three Companies are organized into a Battalion commanded by a Major. Three Battalions make a Brigade commanded by a Lieutenant Colonel. Three Brigades make up a Corps commanded by a Colonel. Three Corps make up a Legion commanded by a General.

### [20.2] Navy

Naval forces are organized into **Fighter** craft and **Fleet** craft.

Two **Fighter** craft are called an Element, with its Element Leader and his Wingman (both Ensigns). Two Elements are organized into a Detachment led by the Detachment commander (a Lieutenant). Two Detachments compose a Flight, commanded by a Flight Leader (a Captain). Two Flights are organized into an Arm, commanded by a Commander. Two Arms are organized into a Squadron, commanded by a Sub-Admiral. Two Squadrons make up a Flotilla, commanded by an Admiral. Two Flotillas compose a Task Force, commanded by a Commodore. Two Task Forces make up an Air Division, commanded by a General.

**Fleet** craft use similar names, but with a slightly different organization. Each fleet craft is commanded by a Captain. Three fleet craft compose a Squadron commanded by a Commander. Three Squadrons make up a Division commanded by a Sub-Admiral. Three Divisions make up a Flotilla commanded by an Admiral. Three Flotillas compose a Task Fleet commanded by a Commodore. Three Task Fleets make up a Fleet commanded by a General.

If you find this utterly confusing, scan the **Military Organization Table (20.21)**, it may help clear things up a bit.

### [20.3] The Military Service Table

Jedi was originally designed so that Players would role-play their years in the service. If a Player does not wish to do this, however, he may instead refer to the **Military Service Table (20.31)** and reduce each year's events to a few die rolls. The number given on the Military

Service Table must be met or exceeded on 3 dice for the designated event to occur.

The **Year** column of the Military Service Table gives the row to be used on the table. A beginning Character will start at the "1" row and move across the table, rolling 3 dice each under the Death, Maiming, Promotion, Demotion, and Dismissal columns. He then goes on to the "2" row of the Year column and repeats the procedure, then to the "3-4" row. And on down the table. A Character may decide to "not re-enlist" at the end of any tour of duty ([see 19.93](#)). Each time a Character re-enlists he receives a 150 Cr. bonus from the Empire.

The Death column gives the die roll needed for the Character to outright die. The Maiming column gives the die roll needed for the character to lose some part of his body due to battle wounds. Refer to the **Maiming Table (20.33)** to find which body part was replaced. The military will replace up to a total of 3,500 Cr. worth of **Cybernetics (23.0)**.

The Promotion column gives the die roll needed for the Character to be promoted one rank. If he is successful, he rolls at his new rank for Demotion and Dismissal.

The Demotion column gives the die roll needed for the Character to be reduced one rank. If he is successful in being demoted, he will roll at his new rank for Dismissal. A Character cannot be demoted below Private. However, for each Demotion a Private receives, he must receive one Promotion before he can rise in rank.

The Dismissal column gives the die roll needed for the Character to be dishonorably discharged from the military. A Dishonorably Discharged Character will not be re-accepted for military service by that or any other branch.

The die rolls on the Military Service Table are modified by a Character's Character Class, Rank, and Branch of Service. See the **Military Service Table Modifications (20.32)**.

**Referee's Note:** When using the Military Service Table, a Character's funds tend to stack up inordinately. It is suggested that, depending on his Character Class, only 50%-20% of his wages actually be given to the Character when using this method.

## [21.0] SOCIAL CLASS

No matter what anyone has ever tried to say, there is no such thing as a classless society – especially if it involves humans in any way. A Character's Social Rating is a basic quantification of how well that Character is thought of by society.



Money is a big factor in the rating, but by no means the only one. Peer acceptance at the new Social Level is critical, as well as education, language usage, occupation, reputation and upbringing.

### [21.1] How The Social Rating System Works

Each living (non-'Droid) character has a Social Rating determined at Character Creation. Besides showing his initial Social Class, this rating will give his range of Initial Funds and the chance he has of being sent to a college rated for the same Social Class (as opposed to having to put himself through school.) For each Social Class standing (explained below) the school is rated above that of the Character making the roll, move **down** two rows on the Roll To Be Sent To College column of the [Social Class Table \(3.7\)](#). That is, the attempt to be sent to college is made as if the Character were 2 Social Rating points lower than he actually is. For each Social Class standing the school is rated **below** that of the Character making the roll, move up two rows on the Roll To Be Sent To College column of the [Social Class Table \(3.7\)](#). The attempt to be sent to college can only be made once per game and must be made during Character Creation. **Example:** A Character with a Social Rating of 13 (Middle Class) tries to be sent to a Four-Year University (Upper Middle Class). He makes his Roll To Be Sent To College as if he had a Social Rating of 11 (two less than his actual rating).

There are 8 Social Classes: Poverty (Social Rating 1-2, abbrev. Pov.), Lower Lower (Social Rating 3-4, abbrev. LL), Upper Lower (Social Rating 5-6, abbrev. UL), Working (Social Rating 7-8, abbrev. Work.), Middle (Social Rating 9-12, abbrev. Mid), Upper Middle (Social Rating 13-15, abbrev. UM), Lower Upper (Social Rating 16-18, abbrev. LU), and Upper Upper (Social Rating 19+, abbrev. UU). These are shown on the Social Class Table (3.7), and are used to help indicate a Character's relative social standing.

To raise his Social Rating, a Character must gain the Social Rating he is seeking in Status Points during each month for a full year. If

his Status Point total drops below the necessary level in any month, he must start again on his year of social climbing.

A Character may never skip a Social Rating. He must rise in perfect numerical order, and at no more than 1 Social Rating a year.

To maintain his Social Rating, a Character must continue to gain his Social Rating in Status Points or he will drop 1 Social Rating each 3-month period he does not achieve his present Social Rating in Status Points for at least 12 months. For example, a Character with a Social Rating of 15 is only earning 12 Status Points per month. Each 3-month period he keeps that Status Point total, his Social Rating will drop 1 point until it reaches 12.

A Character regaining lost Social Rating points need not maintain his sought level of Status Points for a full year, but may regain lost Social Ranking at the end of any month he earns enough Status Points to qualify. **NOTE:** this is an exception to the previously given rule in raising Social Rating, and is only valid when applied to Social Levels lost due to the inability to maintain proper Status Point levels.

## [22.0] TRADE/CURRENCY

The basic unit of exchange in the Empire is the Credit (abbreviated Cr.) The Credit is commonly subdivided into portions representing halves, quarters, tenths, twentieths and hundredths called, respectively, Halves, Quarters, Dimes, Nickels and Pennies. Barter is rare, though not lost, and making a comeback in the outer regions of the Empire. All-in-all, though the Credit talks and most merchants and traders won't know any other language. All prices given on the various charts and tables are Mfrs. Sugg. Retail, and should be considered as such. An N/A under any Cost column always means it is illegal for a private citizen to own that item; it belongs solely to the military.

Most adults are given credit cards by the Empire as multi-purpose I.D. Cards and money management devices.

### [22.1] The Black Market

The Black Market, though not recognized by the Empire is certainly a chief source of tax revenue. Anything and everything that can be had can be had on the Black Market – for a price (Referee's discretion. Just make sure it's extremely pricey compared to other similar items).

## [22.2] Buying On Credit

Things like large spaceships cost too much to be purchased all at once. So, buying on credit is available to the enterprising and somewhat foolhardy Character. Interest rates are usually somewhere in the neighborhood of 7%-8%. However, Shylocks do not require collateral, but have a somewhat higher interest rate (Referee decides; 25%-100% is not uncommon), and get very upset if payments are not on time.

Payments to banks and accredited loan establishments are generally made monthly, and defaulting on a payment or two results in them repossessing the collateral. Shylocks demand payment either weekly or monthly, and break body parts when payment is defaulted for more than a couple weeks.

## [23.0] BIONICS/CYBERNETICS

Bionics are the replacement of a Character's body parts with mechanical devices. Any and all parts of the body can be replaced, except the brain. The **Cybernetics Table (23.2)** contains a list of the most common parts and approximate costs for human-sized instruments. Adjust them for larger or smaller units. Cost given is for the device alone, installation costs are up to the individual doctor (Referee), but usually run about 1,000-3,000 Cr.

### [23.1] Military Insurance

Characters in the military will receive a maximum of 3,500 Cr. worth of Cybernetic replacements from the Empire if the replacements are due to battle wounds. Costs for replacements above 3,500 Cr. must be paid for by the Character. The exception to this is a whole body replacement. The Empire will replace the whole body of military personnel, but will give him no more Cybernetic replacements or repairs after that: he must pay for them all himself.

Once a Character's military insurance has run out, he is usually offered a cushy rear-area job. Highly exceptional and extremely loyal Characters are sometimes offered jobs as secret agents. These individuals have their physical stats cranked up to Cybernetic maximum and are then set loose on the enemies of the Empire. A Character with enough money or skill can also have his Cybernetics abilities increased.

## [24.0] LIGHT-JUMP (HYPERDRIVE)

Hyperdrive units allow a space vehicle to make Light-Jumps (achieve Lightspeed), and thereby travel interstellar distances. When in Hyperdrive, space vehicles travel at 4 parsecs (about 13 light years) an hour: no faster, no slower. (This is why "making .5 past Lightspeed, kid" is so unbelievable. The Millennium Falcon has obviously seen some pretty lucky Saving Throws.) Hyperdrive cannot be used for maneuver in "real space" combat. The shots would be traveling slower than the ship, for one thing. All ships designated as capable of space flight carry Hyperdrive units.

### [24.1] Insertion Into Hyperdrive

Hyperdrive is a very delicate thing to insert into, and must be done with exacting care. The navicomps aboard a Hyperdrive equipped vehicle can compute the angle, time and moment for insertion into hyperspace within 35 seconds of activation. A Light-Jump cannot be pre-programmed, however, precisely **because** of the delicacy and exactitude needed for a proper Hyperdrive journey (I mean, travel through Hyperspace isn't like dusting crops. Not computing your HyperJump is fine if you don't mind flying through a star or bouncing too close to a supernova.) Start and end points (from system to system) can be pre-programmed into a navicomp, and most already are (which is why it only takes 18 Combat Turns to make the calculation). Plotting a course from a previously unknown point back to where you want to be requires a successful Navigation skill Saving Throw.

### [24.2] Hyperdrive Travel

Hyperdrive travel must be in a straight line, therefore direction and moment of insertion into Hyperdrive are extremely important. Also, if you know the direction of a ship when it enters Hyperspace, you can plot its course and possible destinations.

### [24.3] Limitations

The closer a ship is to a large gravity-bearing body (planet or star), the more difficult it is to make a successful insertion into Hyperdrive (like inside an atmosphere is suicide: it sucks a bunch of the planet's atmosphere into Hyperspace, along with the ship's wreckage.) Usually a distance of about 400,000 km. Is all a ship needs to make a safe jump to LightSpeed. Closer than that and you're asking for trouble. Roll a die: on a roll of 1 the ship is destroyed; on a roll of 2 the ship takes Critical damage (see **Critical Hit Table 14.5**), otherwise it is a

successful jump. For every 65,000 km closer to the planet than 400,000 km, subtract 1 from the die roll. For example: within 335,000 km, -1; 270,000 km, -2; 205,000 km, -3; 140,000 km, -4; 75,000 km, -5.

## [25.0] EATING AND DRINKING

### [25.1] Eating

Clubs and Taverns, Pubs, Inns, and such all have food and refreshment available to members (where applicable), or the general public (where not applicable) for a price. Food of a bulk equal to at least 1.5% of a Character's Mass must be consumed daily (preferably in 2-4 meals) to maintain that Character's Mass. Spacecraft larger than Fighter craft have a food processor (or two, depends on the size) as standard equipment, which can deliver up to 3,000 Mass worth of food before needing to be replenished (costs 1 Cr. per Mass point to replenish a food processor.) The larger the ship, the more food processors it has.

Grocery costs for an average human is listed on the **Equipment Table (2.44)**.

### [25.2] Drinking

Drinks are rated for alcoholic content on a 0 (milk or soda pop) to 25 (pure ethanol) inebriation scale. Prices are pretty much up to the bar, but usually run about .1 Cr. Per inebriation point.

When drinking alcoholic beverages, one has a tendency to get drunk. Keep track of the inebriation points consumed by a Character. For example, four 3-rated drinks contain a total of  $4 \times 3 = 12$  inebriation points.

When a body has consumed  $1/10^{\text{th}}$  its Mass in inebriation points, it is considered "Slightly Tipsy"; its Attributes are temporarily altered while it is in such a condition to: St:+2, End:+3, Dex:-2, I.Q:-1, Guile:-2, Mk:-2, Agil:-2, Stam:-1.

When a body has consumed  $2/10^{\text{th}}$  its Mass in inebriation points, it is considered "Drunk"; its Attributes are temporarily altered while it is in such a condition to: St:+5, End:+3, Dex:-4, I.Q:-5, Guile:-3, Mk:-5, Agil:-8, Stam:-3.

When a body has consumed  $3/10^{\text{th}}$  its Mass in inebriation points, it is considered "Smashed"; its Attributes are temporarily altered while it is in such a condition to: St:+7, End:+12, Dex:-7, I.Q:-8, Guile:-6, Mk:-11, Agil:-14, Stam:-6.

When a body has consumed  $4/10^{\text{th}}$  its Mass in inebriation points, it is considered "Unconscious".

If any Character's Attributes are reduced to 0 or less due to inebriation, the Character doesn't fall unconscious (as he would due to battle wounds), but functions at the stupefied level.

A body can process  $1/100^{\text{th}}$  its Mass in inebriation points (retain fractions) out of its system per Basic Turn (1 hour).

## [26.0] INSURANCE

There are several kinds of insurance: Home, Fire, Life, Vehicle and Hospitalization.

**Home Insurance** protects it from storm damage or damage from other people's negligence (accidents). The company will pay 80% of the cost to repair. Cost: 1,200 Cr./year.

**Fire Insurance** protects a Character's house and property from accidental fire. The company will pay 75% of the cost to repair or rebuild. Cost: 1,150 Cr./year.

**Life Insurance** pays off on a holder's accidental or natural death (not violent – especially if he started the fight).

Sums and costs: 50,000 Cr. – 125 Cr./yr.; 75,000 Cr. – 200 Cr./yr.; 100,000 Cr. – 225 Cr./yr.; 120,000 Cr. – 250 Cr./yr.; 150,000 Cr. – 325 Cr./yr.; 200,000 Cr. – 415 Cr./yr.; 300,000 Cr. – 710 Cr./yr.

**Vehicle Insurance** protects against theft and damage from accidents, or damage the owner may accidentally cause with his vehicle. The company will pay all but 50 Cr. worth of the damage. Cost: 1,000 Cr./year.

**Hospitalization Insurance** pays when the policy holder is hospitalized or needs medical aid. The policy will pay up to 1,500 Cr. a day, or 90% of the fee, whichever is less, while the holder is in the hospital. Cost: 900 Cr./year.

### [26.1] Procedure

Whenever a policy holder makes a claim on his insurance, he should roll 1 die. On a roll of 0, the cost of his policy is raised 5%. Each time that policy owner must make this "High Risk" die roll **for each policy separately**, subtract 1 from the die roll. **Example:** A Character has made 3 claims on his vehicle insurance. His last claim, he had to roll his High Risk die and subtract 2 from the die roll. He rolled a 2, adjusted it to 0 (zero); his vehicle policy was raised 5% to 1,050/yr. This claim, he must make his High Risk die roll and subtract 3 from it. He

rolls a 1, and adjusts it to -2; his vehicle policy cost is raised another 5% to 1,102.5/yr. The High Risk die roll is done on a per policy basis: claims and raises on one policy do not affect claims and raises in another.

Once a policy has been raised 10 times, it is revoked and the Character is declared too great a risk. A policy can be regained (at another company), but it requires a successful 3d Saving Throw vs. Guile. This roll can only be made once a month, and even when successful, the policy will be at a 5 time (27.62%) raise.

## [26.2] Payment

Payment on a policy can be made monthly, quarterly, twice-yearly, or annually, at the Character's discretion. The decision of when to pay is made when the policy is purchased and then must continue consistently as long as the Character holds the policy. If payment is missed for two consecutive pay periods (or 9 months, whichever is shorter), the policy is revoked. A different company may pick up the policy at no (further) penalty.

Receiving a policy is automatic upon application by the Character the first time only.

## [27.0] LANGUAGES

The Empire is a Human dominated galaxy. As such, the Human language (Basic, or Common) is understood by all but a very few beings from frontier and/or extremely illiterate backgrounds.

Each race has its own native language, of course, and several races are unable to produce the sounds necessary for Common speech; their vocal production centers are totally wrong for it. Notable among the ones listed under **Races (4.0)** are Aqualish, Bith, Bothan, Kubaz, Rodian, and Wookie. The others can (but not necessarily do) speak Common as a second language. Learning other languages is a part of **Training (19.32)**.

## [28.0] WORLD CONSTRUCTION

It is extremely rare to find more than one habitable planet in a star system. A planet habitable by humans must be about 93 million miles from a G-class yellow sun (give or take about 500 miles), or 42 million miles from a K-class red/orange star (give or take only about 800 miles). Red giants, White Dwarves and Blue-White stars do not have

planets orbiting them that are habitable to humans (too much or too little unfriendly radiation). Black holes do not have planets orbiting them.

There are basically two types of planets: Rocky and Gas Giants. The rocky planets are usually among the inner circle, say out to about 170 million miles, where the heat from the star is great enough to keep the atmosphere in a gaseous state. Depending on the distance from its star, a planet's atmosphere could be anything from burned away (like Mercury) to vacillating between frozen and gaseous (like Mars).

Rocky planets can have any one or several of these climates:

**Arctic:** A cold Ice planet containing fungi-type plants (at best!), Yeti, Polar Bear, Wampa, and so on.

**Desert:** Hot, arid, with little to no natural life; cactus, snakes and insects, lizards, and such (the life can get pretty big, but it's few and far between).

**Swamp:** Also hot, but steamy, with quicksand, sinkholes and a few sizable islands, lush and varied plant and animal life: snakes and lizards, insects, Dagobans, and such.

**Temperate:** Very warm to quite chilly, but not necessarily fatally so. Rainy and snowy with Pine and Fir trees, bear, cougar, Bothan, Saturnian, and such.

**Tropical:** Hot and steamy, sometimes swampy in places, containing any and all forms and kinds of plant and animal life, Wookies, ape- and cat-like creatures, and so on.

**Water:** An ocean with maybe a few sizable islands, basically kelp and other water plants, fish eels, coral, Mon Calamari, Aqualish, and such.

Outer planets are usually Gas Giants, since their star is not giving them enough energy to keep their atmosphere gaseous; it liquefies and/or solidifies. Little by way of human life, or life common to human planets can live on a Gas Giant unprotected. Cities have been built on Gas planets, but woe to the creature that ventures out onto the surface unprotected. These cities are usually "floated" on a shaft several hundred miles long down into the liquefied gases, thus giving stability as well as allowing an atmosphere to be warmed and mixed selectively from the different layers of gas. Jupiter, Saturn and Uranus are Gas Giants.

Above all, use your imagination! Keep in mind when you make a world that over 10,000 years of recorded history of a single race was able to transpire on Earth before Man was ever able to achieve any kind of freedom from it. And, almost any environment conceivable for any

Character you may run or Referee exists on this minuscule point of matter we call Earth.

#### [29.0] EXAMPLE OF A REFEREE MODERATING AN ADVENTURE

The following is an example of a Referee (signified as R) running an encounter between an area he has designed, and a number of Players led by a person designated as the Caller (signified as C). When the Referee speaks to the group, he talks specifically to the Caller.

All the Players are Human Scoundrels, each armed with a Hand and Rifle Blaster, wearing Protective Vests. The Characters pooled their starting funds among themselves, and purchased and modified a small Scout ship. The ship was damaged in a meteor swarm while on its way to Coruscant (where they had been hired to assassinate an official), and forced to crash-land on a small nearby planetoid. Fortunately an even smaller outpost is located on the far side of the planetoid. The Characters can be rescued, if only they can make it to the outpost. The story opens as the Characters pull themselves from the wreckage.

R: You all escape the crash with only minor cuts and bruises. Subtract one from all your Constitution.

C: What about the ship?

R: A quick check reveals the ship is totaled: the engines and batteries are useless. The hull is good for nothing except keeping out the elements.

A short discussion follows as to what course of action to take. Soon, a decision is reached to head out for the base.

C: O.K. We'll each get our weapons and whatever usable equipment we can find and head for the outpost.

R: Only Jorsel's and Himweth's Rifle Blasters are in usable condition, though all the Hand Blasters work. A small fuel burner, a magnetic compass, 8 blankets and your "very, very carefully packed" Thunder-Juice Liqueur are all the equipment you can pick out of the wreckage.

C: What about the Protective Vests? (If the Players do not ask for more, the Referee need not supply more information. The depth of a Character's observations depends on the Player's questions.)

R: The vests are all in fine shape.

The Players and Referee each note what equipment the Characters are carrying, and where they are carrying it. The Referee also secretly notes that some of the Blasters sustained minor damage and, unknown to the Characters, leaked several shots of energy. The Referee then checks his map of the area and notes any new information.

R: You walk in a generally east south-easterly direction – toward the outpost – for about two-and-a-half hours when, from behind a scraggly bush on the rock above you, the strangest ear-splitting whine goes echoing down the canyon.

C: Quick! Himweth and Jorsel get behind the rest of us and aim your Rifle Blasters at the bush. The rest of us get out our Hand Blasters and look around for anything menacing.



Play now shifts to the Action Turn. The Referee rolls several dice for Character reactions and observations then informs the Players of the results.

R: For several minutes the whine continues to echo around the canyon, seeming to come from everywhere at once.

The Referee then pauses for a few seconds to give the group a chance to act (or react). They say nothing, so he continues.

R: Suddenly, a few rocks come tinkling down the canyon walls just in front of you, and Marzel notices a small hole about eighteen inches around and seven inches deep appear in the path ahead.

Marzel: I shoot at it!

The Referee waits for the Caller to tell him what the group will be doing.

C: Marzel shoots just above the hole while the rest of us just observe for the first Combat Turn.

Play now shifts to the Combat Turn. Marzel, who has already observed his target, chooses the Aim and Conduct Ranged Combat Options. The others choose only Search/Locate Options. Marzel rolls his 3 to-hit dice and applies the standard modifiers, the Referee also applies a +7 for an invisible target. The Referee then rolls several dice for the monster's reaction.

R: Marzel's Blaster bolt sailed right on down the path and hit the canyon wall at the next bend. Then the whining suddenly stopped.

C: Have any more holes appeared?

R: No.

Another short discussion follows as to which course of action to follow, from spraying the area with Blaster fire to headlong flight. The Referee notes the passage of Combat Turns, and how long it is taking the group to act, rolling dice frequently: either for monster reactions or just to keep the Players guessing cannot (is not, actually) be told. The group's moment of indecision was too long.

R: Gallant's left arm disappears in a spray of blood and he falls to the ground screaming in agony. He takes 10 hits to Con. and 7 hits to End.

C: We all choose the Run Action and hustle our buns out of there.

The Caller weathers a few verbal attacks for cowardice and promptly invites all who want to stay to do so, because he's running. The rest of the Players choose to go along.

R: The ear-splitting whine begins again as you make for safety, but soon fades off in the distance as you continue to run. By the way, what did you do with Gallant?

Realizing their mistake too late, the party sadly resumes their journey, hoping that soon they will meet a new Character along the path to replace Gallant (and let his Player back into the game). If they ever make it to the outpost, well, who can tell?

### [30.0] DESIGNER'S NOTES

These rules are but a few ideas to get the prospective **Jedi** Referee thinking. Given the format I'm aiming toward, there's no way I could ever cover all situations and encounters available in a Star Wars-type universe. I'm going for complete (meaning it has everything you need), not comprehensive (meaning it has everything you want).

I hope that some of the concepts I have presented here will get you thinking of new and exciting ways to game. Feel free to borrow, modify, add, extrapolate, or throw out anything you like. In fact, I kind of expect it: no two Referees are alike. To tell the truth, my boys have already informed me that the Equipment and Vehicle tables are woefully inadequate (true), and their favorite Aliens aren't included (tough!). The vain one also insists that I need an Appearance Attribute. As I tried to explain in the Charisma Attribute, if I see an Ithorian I find attractive, it's probably because it's been kicked out of its own community because it's unspeakable ugly. "Beauty" is so subjective that I feel unable to quantify it in game terms. Besides, in order to meet my space and size goals, some things just had to be left out.

I have carefully kept many of the systems simple and in a format that they may even be used in other existing games. I fully expect every **Jedi** Referee to make up a few planets, develop a scenario for a slurry of Characters to play through and go for it. Above

all, enjoy. **And** use your imagination. Nothing turns Players off faster than a boring universe.

One of the things I've tried in this game is to separate a Character's basic mindset in relation to his universe (his Character Class) and what he does for a living (his Occupation). Different Characters can have far different reasons for wanting to be a Stormtrooper (or Cleric, or Paladin...) and that is what is reflected in the Character Class. Each Character Class has a basic mindset (good, neutral or evil) with a whole range of expressions of the Class, from very, very good, to kind of so-so almost neutral good, or whatever. Each Player chooses his own expression of Character Class for each Character.

A Character's Occupation is the method in which he expresses his Class. Is he a helpful Stormtrooper, or one who's in it for the power and adventure? The two are intertwined, yet separate.

It came up during playtesting that the Character Generation system is designed to give average numbers. This is true, and the game is better balanced and more challenging as such. Most gamers I've met, however, like to have big numbers next to their Character's Attributes. Here are several alternate ways to get larger Characteristic scores:

1. The simplest way is to just cross off the two lowest scores instead of the highest and lowest.
2. Roll four dice instead of three for each Characteristic, ignoring the lowest die. This raises the average die roll from 10 to 12.

3. If you have a whole lot of dice, roll all 42 (or 56) at once, then divide them into threes to get your scores.
4. If you already have a bunch of arcane shaped dice, a whole slew of possibilities arise:
  1. Roll a 20-sided die (or two 10-sided dice). If you roll a 1 or 2, record a 3 and subtract 2 (if you rolled a 1) or 1 (if you rolled a 2) from any other score. If you roll a 19 or 20, record an 18 and add 1 (if you rolled a 19) or 2 (if you rolled a 20) to any other score.
  2. Roll a d10 and a d8; or 2d8 and a d4; or 1d6, 1d4, and 1d8; or... Well, you get the idea.

Whatever method you use, just be sure to warn people about it when you play in their games.

If the rules of a role-playing system are called their skeleton, its combat system can certainly be called the backbone. Once a little experience in the system is under your belt, each Combat Turn should take about 10-15 minutes to complete, and the exciting action you see in the movies can be accurately simulated. Remember, each Combat Turn is only two seconds of real time. Not much, but how long does it take to die?

Remember: the Referee has the final word on all disputes. If you don't like his decisions, don't game with him.

So go where no other dares to tread, and "May The Force Be With You!"



## Appendix A

### 'DROID CONSTRUCTION TABLE EXPLANATIONS

#### Section 1 'Droid Hull Types

##### Class A Hull



This hull Type is fully android – it cannot be distinguished from human, except by a medical examination (and a Character with Force training, since it has no Force Affinity). It has a pulse, heartbeat, skin temperature, simulated respiration – even a stomach, though it cannot use the food. A whole series of plastiskin and external options are available for the class A hull at little or no extra charge that will make it look like any gender of any of the humanoid races.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion; vocoder.

Ht: 2m; Mass: 250; Cost: 3,250,000; Attributes: St: 13, Dex: 12, Agil: 13, Con: 12; Armor Class: 1; Move: 23; Accept Brain Class 5-9, Ancil. Equip. packages of Mass 1 or less.

There is also a stripped-down model of the class A hull (sometimes called the sub-A hull) that looks just like the full Class A hull, but doesn't include the internal features: skin temperature, pulse, stomach, heartbeat, respiration, and so forth. This leaves more room for other internals, but just touching it will determine that it's a 'Droid.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion; vocoder.

Ht: 2m; Mass: 250; Cost: 70,000; Attributes: St: 13, Dex: 12, Agil: 12, Con: 12; Armor Class: 1; Move: 23; Accept Brain Class 4-9, Ancil. Equip. packages of Mass 2 or less.

##### Class B Hull



This hull Type is proportioned exactly like a humanoid, but has obviously mechanical joints. The hull comes in both male and female shapes, but the female is by far the most popular (men are such pigs!)

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion; vocoder.

Ht: 1.8m; Mass: 278; Cost: 28,120; Attributes: St: 12, Dex: 13, Agil: 12, Con: 15; Armor Class: 1; Move: 20; Accept Brain Class 3-9, Ancil. Equip. packages of Mass 3 or less.



##### Class C Hull

A humanoid-looking hull, it maintains the same general proportions as a human in the legs, arms and torso, but is definitely a machine. It has no skin, jaw, and so on, and has a metal finish. Superficial externals can be had for no extra cost that will make the Class C hull more acceptable to other races..

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion; vocoder.

Ht: 1.75m; Mass: 220; Cost: 22,500; Attributes: St: 14, Dex: 12, Agil: 5, Con: 11; Armor Class: 2; Move: 15; Accept Brain Class 3-9, Ancil. Equip. packages of Mass 4 or less.



*Class C Hull fitted for an insectoid owner*



##### Class D Hull

This hull Type is almost humanoid, with “normally” proportioned head, torso and limbs. Often employed in service or other inter-species positions.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion

Ht: 1.8m; Mass: 325; Cost: 22,215; Attributes: St: 15, Dex: 14, Agil: 10, Con: 11; Armor Class: 1; Move: 20; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 10 or less.



##### Class E Hull

This hull Type is generally humanoid in shape, with an elongated head, a thin torso, and arms and legs made of tubular durallloy, looking kind of like hinged posts. The limbs are articulated via internal works (unlike the class C hull) limiting its St., but adding to its aesthetic appeal.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion

Ht: 2m; Mass: 540; Cost: 21,872; Attributes: St: 10, Dex: 13, Agil: 8, Con: 10; Armor Class: 3; Move: 20; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 25 or less.

### Class F Hull



Has a humanoid shape, though only superficially. An old-style microphone-like grille covers its "mouth" area, and a transparent "chest" covering shows its inner workings.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion.

Ht: 2m; Mass: 215; Cost: 21,650; Attributes: St: 11, Dex: 10, Agil: 8, Con: 9; Armor Class: 1; Move: 21; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 25 or less.

### Class G Hull



This hull Type is vaguely humanoid, designed for the larger races. It has a cylindrical, turret-like head, "proper" proportions in arm, leg and torso diameter.

Standard Equipment: AOVIU, SC; two non-retractable arms; one retractable arm; three retractable tentacles; bi-ped locomotion.

Ht: 2.5m; Mass: 475; Cost: 35,000; Attributes: St: 22, Dex: 16, Agil: 9, Con: 15; Armor Class: 3; Move: 29; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 125 or less.

### Class H Hull



This hull Type is a heavily armored humanoid bodyguard type. Also used in a police support role.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion.

Ht: 1.8m; Mass: 280; Cost: 23,220; Attributes: St: 16, Dex: 14, Agil: 8, Con: 15; Armor Class: 4; Move: 20; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 25 or less.



When functioning without the external plating, the hull is faster and lighter, but lacks the advanced armoring.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion.

Ht: 1.8m; Mass: 260; Cost: 23,000; Attributes: St: 16, Dex: 19, Agil: 12, Con: 13; Armor Class: 1; Move: 22; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 25 or less.



### Class I Hull

This hull Type is bi-pedal with a barrel-shaped torso. The torso can turn 360°.

Standard Equipment: AOVIU, SC; two semi-retractable arms; four retractable tentacles; bi-ped locomotion.

Ht: 2m; Mass: 350; Cost: 21,750; Attributes: St: 38, Dex: 11, Agil: 7,

Con: 13; Armor Class: 3; Move: 12; Accept Brain Class 1-9, Ancil. Equip. packages of Mass 100 or less.



### Class J Hull

This humanoid-shaped hull is small, light and cheap. Usually found underfoot doing the dirtiest of the dirty jobs. It's not very strong, so is rarely found working alone.

Standard Equipment: AOVIU, SC; two non-retractable arms; bi-ped locomotion.

Ht: 1m; Mass: 74; Cost: 3,040; Attributes: St: 10, Dex: 15, Agil: 12, Con: 8; Armor Class: 2; Move: 12; Accept Brain Class 4-9, Ancil. Equip.



packages of Mass 5 or less.

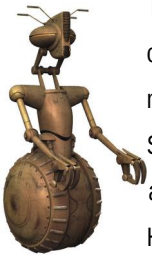
### Class K Hull

This hull Type is basically a rectangular box with two stumpy legs. A masterpiece of function over design..

Standard Equipment: AOVIU, SC; 1 retractable arm; bi-ped locomotion.  
Ht: 1.75m; Mass: 145; Cost: 8,250; Attributes: St: 14, Dex: 17, Agil: 3, Con: 11; Armor Class: 2; Move: 6; Accept Brain Class 1-9, Ancil. Equip. packages of Mass 110 or less.

*Star Wars Trivia Question:  
If the Force is an impersonal element of nature (like the wind and the rain), how can it "choose" someone to fulfill prophecy?*

### Class L Hull



This hull Type is small, light and fast. It has found common use in functions as diverse as transport, messenger and even Droid sports teams.

Standard Equipment: AOVIU, SC; two non-retractable arms; wheeled locomotion.

Ht: 1.2m; Mass: 912; Cost: 18,125; Attributes: St: 22, Dex: 16, Agil: 14, Con: 12; Armor Class: 2; Move: 28; Accept Brain Class 1-9, Ancil. Equip. packages of Mass 15 or less.

### Class M Hull



This hull Type is basically a .5m diameter cylinder with a turret "head" that rotates 360°.

Standard Equipment: AOVIU, SC; one semi-retractable arm (turns 360°); 16 retractable arms; four retractable tentacles; three retractable wheel locomotion.

Ht: 1.75m; Mass: 130; Cost: 21,075; Attributes: St: 12, Dex: 16, Agil: 5, Con: 10; Armor Class: 1; Move: 7; Accept Brain Class 1-9, Ancil. Equip. packages of Mass 45 or less.

### Class N Hull



This hull Type is a protective plasteel domed shell over a 1.5m by 1m by .3m thick rectangular body.

Standard Equipment: AOVIU, SC; one retractable arm; one retractable periscope; tracked locomotion.

Ht: 1m; Mass: 375; Cost: 22,812; Attributes: St: 16, Dex: 14, Agil: 3, Con: 14; Armor Class: 25; Move: 7; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 32 or less.

### Class O Hull



This hull Type is a 1.5m long by .8m wide by .67m thick rectangle. At the center is a semi-retractable periscope containing the AOVIU array. An array of eight 2m long retractable arms are arranged in a circle around the periscope.

Standard Equipment: AOVIU, SC; eight retractable arms; three retractable tentacles; tracked locomotion.

Ht: 1.6m; Mass: 225; Cost: 12,450; Attributes: St: 16, Dex: 14, Agil: 6, Con: 11; Armor Class: 1; Move: 10; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 5 or less.



### Class P Hull

This hull Type is a .7m sphere cut in half and separated four inches. The top half acts as a turret, the bottom half contains arms connected to its bottom face.

Standard Equipment: AOVIU, SC; five non-retractable arms; three retractable tentacles; anti-grav locomotion.

Ht: 1.5m; Mass: 162; Cost: 17,850; Attributes: St: 15, Dex: 17, Agil: 15, Con: 11; Armor Class: 3; Move: 25; Accept Brain Class 1-9, Ancil.

Equip. packages of Mass 5 or less.



### Class R Hull

This hull Type is a .7m diameter cylinder with a domed turret (the turret can rotate 360°). A pair of square, post-like legs with wheels housed in the ends are attached near the turret. Several different types of turret are available for different configurations.

Standard Equipment: AOVIU, SC; one retractable arm; three retractable tentacles; three retractable wheels (for high-speed locomotion on smooth surfaces); bi-ped locomotion.

Ht: 1.5m; Mass: 135; Cost: 17,540; Attributes: St: 13, Dex: 14, Agil: 3, Con: 11; Armor Class: 2; Move: bi-ped: 6. wheeled: 22; Accept Brain



Class 2-9, Ancil. Equip. packages of Mass 40 or less.

### Class S Hull

This hull Type is designed to appeal to the less human buyer. Its tripedal locomotion makes it extremely stable and quick in the most uneven terrain.

Standard Equipment: AOVIU, SC; 2 retractable arms, four retractable tentacles; tri-ped locomotion

Ht: 2.1m; Mass: 1,825; Cost: 27,818; Attributes: St: 25, Dex: 24, Agil: 15, Con: 33; Armor Class: 2; Shock Rating: 3; Move: 28; Accept Brain Class 2-9, Ancil. Equip. packages of Mass 30 or less.

### Class T Hull



This hull Type is a fairly successful design for the more insectoid members of the empire. Its generally spider-like shape and powerful pincer arm have even given it a small amount of success among humanoid owners.

Standard Equipment: AOVIU, SC; one non-retractable arm, four retractable tentacles; six-legged locomotion.

Ht: 1.6m; Mass: 1,120; Cost: 13,750; Attributes: St: 20, Dex: 16, Agil: 18, Con: 25; Armor Class: 2; Move: 33; Accept Brain Class 1-9, Ancil. Equip. packages of Mass 12 or less.

### Class U Hull

[Referee designed]

Standard Equipment: AOVIU, SC;

Ht: ; Mass: ; Cost: ; Attributes: St: , Dex: , Agil: , Con: ; Armor Class: ; Move: ; Accept Brain Class , Ancil. Equip. packages of Mass or less.

### Class V Hull

[Referee designed]

Standard Equipment: AOVIU, SC;

Ht: ; Mass: ; Cost: ; Attributes: St: , Dex: , Agil: , Con: ; Armor Class: ; Move: ; Accept Brain Class , Ancil. Equip. packages of Mass or less.

### Class W Hull



This hull Type is the poor man's mobile AOVIU platform. Not as capable as the Class P hull, but still able to search, follow and record. Its smaller size also lets it hide more easily.

Standard Equipment: AOVIU, SC; 1 retractable tentacle; anti-grav locomotion.

Ht: .3m; Mass: 15; Cost: 875; Attributes: St: 5, Dex: 36, Agil: 32, Con: 10; Armor Class: 1; Move: 30; Accept Brain Class 5-9, Ancil. Equip. packages of Mass 2 or less.



### Class X Hull

This hull Type is a .5m sphere.

Standard Equipment: AOVIU, SC; two retractable arms; three retractable tentacles; anti-grav locomotion.

Ht: .5m; Mass: 45; Cost: 1,250; Attributes: St: 6, Dex: 15, Agil: 14, Con: 5; Armor Class: 1; Move: 25; Accept Brain Class 5-9, Ancil. Equip. packages of Mass 2.5 or less.



### Class Y Hull

This hull Type is a .3m long by 20cm wide by 25cm thick rectangular block.

Standard Equipment: AOVIU, SC; compu-link; one retractable tentacle; four wheel locomotion.

Ht: 30cm; Mass: 25; Cost: 850; Attributes: St: 5, Dex: 17, Agil: 1, Con: 3; Armor Class: 2; Move: 25; Accept Brain Class 6-9, Ancil. Equip. packages of Mass 1 or less.

### Class Z Hull

Any custom-made 'Droid hull. Custom-made 'Droid hulls must be submitted to the Referee for approval in the format presented in these rules, including a picture or sketch.

## Section 2 'Droid Brain Classes

### Class 0 Brain

This brain is capable of nearly fully independent, creative thought, almost on a par with a living, sentient being. It is generally employed as a main computer core for large ships, automated factories and the like, as it is too large to fit into a normal 'Droid hull.

Mass: 10 Cost: 2,500,000 I.Q: 35

### Class 1 Brain

Capable of some creative thought, basically in its area of design or specialization (programming).

Fits hulls H-I,K-P,T Mass: 4 Cost: 1,000 I.Q: 28

### Class 2 Brain

Capable of very limited creative thought, and that basically in its area of design or specialization (programming).

Fits hulls D-I,K-T      Mass: 3.5      Cost: 800      I.Q: 20

### **Class 3 Brain**

Capable of following a logical thought process with information given it. Little to no creative thought involved, though limited information extrapolation is possible.

Fits hulls B-I,K-T      Mass: 3      Cost: 725      I.Q: 16

### **Class 4 Brain**

Capable of putting information together to reach a logical conclusion, but only when asked.

Fits hulls subA-T      Mass: 2.5      Cost: 475      I.Q: 13

### **Class 5 Brain**

Capable of semi-independent activity and logical thought processes, but only when asked.

Fits hulls A-X      Mass: 2      Cost: 345      I.Q: 10

### **Class 6 Brain**

Can follow complex orders given it, but will do so literally and to the best of its ability.

Fits hulls A-Y      Mass: 1.5      Cost: 200      I.Q: 4

### **Class 7 Brain**

Can follow only simple orders given it, and will do so literally; limited vocal reprogramming is within its capabilities.

Fits hulls A-Y      Mass: 1      Cost: 100      I.Q: 2

### **Class 8 Brain**

Follows a set programming of up to 45 steps. Upon purchase, submit a flowchart or list of the steps its programming entails to the Referee. Requires a trained Computer or 'Droid technician to reprogram.

Fits hulls A-Y      Mass: .5      Cost: 25      I.Q: N/A

### **Class 9 Brain**

A 100 Peta-byte memory with a simple CPU. It can only take in and spit out information. Simple arithmetic and "If – Then" branching are the only logical processes within its powers.

Fits hulls A-Y      Mass: .2      Cost: 5      I.Q: N/A

**NOTE:** Class 8 and 9 brains are technically not 'Droid brains, but merely computers.

## **Section 3 'Droid Ancillary Equipment Packages**

### **Type A**

Basic surgery equipment: a full set of laser scalpels, tissue regrowth device, body temperature and blood pressure probes, heart

rate and brainwave sensors, retractors, clamps, sterilization chamber, tissue, swabs, light suction device.

Mass: 5      Cost: 350

### **Type B**

Medical examining equipment: body temperature and blood pressure probes, heart rate and brainwave sensors, blood and endocrine sample extractors and analyzing chambers, sterilizing chamber, a wide variety of stimulants, depressants, cures, chemicals and antidotes in liquid form to be injected through one of its three hypodermic needles.

Mass: 6.7      Cost: 375

### **Type C**

Construction equipment: heavy equipment and supplies winch, 75m of .3cm Spider-web cable, welding laser, riveter, pipe and iron bar cutter, hydraulic nailer, trowel, earth moving blade (removable: Mass does not count against total Mass of Ancillary equipment package), glue and applicator, saw, light cutting knife.

Mass: 125 (25 without blade) Cost: 850 (175 without blade)

### **Type D**

Damage Control equipment: fire depressant and application nozzle, compu-link, aural, visual, heat sensors on a retractable periscope, wire-cutting and splicing lasers, light welding laser, patching jelly (temporarily patches holes in hulls, and the like), wrenches, screwdrivers, bolts, nuts, and so on, for quick repairs.

Mass: 13 Cost: 225

### **Type E**

General Vehicle Maintenance equipment: welding laser, wire cutting and splicing lasers, rubber mallet attachment, wrenches, screwdrivers, nuts and bolts assortment, energy field and power sensors, microscopic settings for visual, infra-red and ultra-violet sensors, hydraulic jack.

Mass: 8      Cost: 220

### **Type F**

General Building Maintenance equipment: welding laser, wire cutting and splicing laser, screwdrivers, wrenches, nut and bolt assortment, mallet and hammer, soft bristle broom, mop, dust receptacle.

Mass: 12      Cost: 180

### **Type G**

Computer Maintenance equipment: ultra-light welding laser, wire cutting and splicing laser, microscopic settings for visual, infra-red and ultra-violet sensors, a set of small micro- and mini-screwdrivers and wrenches, nuts and bolts, one mini-manipulative tentacle (St: x½, Dex: +4).

Mass: 3 Cost: 165

### **Type H**

Street Maintenance equipment: welding laser, mallet and hammer, wrench, screwdriver, nut and bolt assortment, thirty liter chamber for street resurfacing material, trowel and tamper, small earth moving blade/shovel (semi-retractable).

Mass: 12.6 Cost: 110

### **Type I**

Mining and Quarrying equipment: laser drill, plastic explosive, large earth moving blade and scoop (attached to the outside of the hull, does not counts against the total Mass of the equipment package for the 'Droid), soil analyzation chamber, trailer hitch, tractor tread locomotion.

Mass: 210 (36 without blades) Cost: 1,100 (370 without blades)

### **Type J**

Farming and Harvesting equipment: sickle, hoe, rake, saw, light liquids pump, fertilizer spray and nozzle, "soft-touch" attachment for two manipulative surfaces (for milking and such), baling twine, trailer hitch.

Mass: 12 Cost: 160

### **Type K**

Logging equipment: light high speed saw, heavy high speed saw, 30m if .3cm Spider-web cable, winch, tractor tread locomotion.

Mass: 22 Cost: 270

### **Type L**

Fishing equipment: 60m of .3cm Spider-web cable, winch, fishing gaff, net, series of hooks, sonar probe.

Mass: 35 Cost: 135

### **Type M**

Outdoor Recreation equipment: fifteen candlepower flashlight, telescopic setting on AOVIU array, 30m of .3cm Spider-web cable, winch.

Mass: 15 Cost: 125

### **Type N**

Domestic Service equipment: soft bristle broom, mop, dust broom, window cleanser and spray nozzle, dust receptacle, drink mixer/blender, vocoder, liquids pump and anti-algal mixture.

Mass: 5.2 Cost: 275

### **Type O**

Demolitions equipment: light laser drill, heavy laser drill, plastic explosives and detonators, on-board blast computer, removable earth/rubble moving blade.

Mass: 113 (28 without blade) Cost: 125 (100 without blade)

### **Type P**

No Ancillary equipment: an additional 150 Peta-byte memory.

Mass: 1 Cost: 25 I.Q: +3

### **Type R**

Planetary Probe equipment: atmospheric, soil and tissue analysis chambers, Class 4 defense screen, landing jets, cutting laser, telescopic settings on the AOVIU array, high speed transmitters for the AOVIU array.

Mass: 4 Cost: 350

### **Type S**

Deep Space Probe equipment: telescopic settings on the visual, infra-red and ultra-violet sensors, high speed transmitters for the AOVIU array, Class 8 defense screen, course correction jets, minimum hyperdrive and on-board navicomp.

Mass: 15 Cost: 1,200

### **Type T**

Interrogation equipment: hypodermic needles with a complete assortment of truth serums, four manacles, three 2m lengths of .3cm Spider-web cable, electric shock probes, brain-wave analysis probe, neuronic arm (3d+2 End. damage).

Mass: 2.5 Cost: N/A

### **Type U**

Spy equipment: various assortment of bugs, lock picks, receivers and transmitters, wire cutting and splicing lasers, audio and visual recorders, telescopic settings on the AOVIU array, motion sensors, energy field sensors.

Mass: 7 Cost: N/A

### Type V

Police and Security equipment: six sets of manacles, class 4 defense screen, two stun guns, two extra power packs for same, vocoder with bullhorn setting, three shells of tear gas.

Mass: 8 Cost: 750 Mk: 20

### Type W

Combat/Infantry equipment: 1 Heavy Blaster, 2 Hand Blasters, 3 extra power packs for each (all hand weapons capable of firing simultaneously with no detrimental effects to the 'Droid), 1 Rocket Launcher with 5 shells, Lightsaber, Class 12 defensive screen.

Mass: 28 Cost: N/A Mk: 30 Dex: 60

### Type X

[Referee designed]

Mass: Cost:

### Type Y

[Referee designed]

Mass: Cost:

### Type Z

[Referee designed]

Mass: Cost:

## Section 4 'Droid Programming Types

### Type 0

Basic State Department functions: Interpreter, Protocol, Diplomacy, Human/Creature/Cyborg relations, receptionist, butler, maid, and so on.

Skills: Class 8 Diplomacy, Class 5 Political Science, Class 4 Psychology, Class 12 Languages (choose from "more than six million forms of communication")

### Type 1

Medical Diagnosis and Treatment: memory banks contain complete medical records of known creature types.

Skills: Class 10 Medicine, Class 9 Chemistry, Class 8 Veterinary, Class 10 Physiology, Class 9 Biology

### Type 2

Maintenance and Repair: construction, assembly, damage control, building, street, city and vehicle maintenance, and so forth.

Skills: Class 8 Air Vehicles, Class 8 Ground Vehicles, Class 8 Space Vehicle, Class 8 'Droids, Class 8 Energy Fields, Class 8 Electronics

### Type 3

Information Gathering/Probe: programming to seek out and transmit information, from simple Y9 Class message carriers to sophisticated probe and interrogation 'Droids. May require a down stepping of the "shall not harm living beings" directive in some applications.

Skills: Class 6 Geology, Class 6 Sociology, Class 6 Physiology, Class 5 Criminology

### Type 4

Marketing/Sales: business 'Droids.

Skills: Class 12 Psychology

### Type 5

Farming/Harvesting: from small gardens to inter-planetary combines; logging, fishing, game management and so on.

Skills: Class 10 Agriculture, Class 6 Biology, Class 5 Physiology, Class 10 Veterinary

### Type 6

Quarrying and Mining: also Demolitions.

Skills: Class 12 Geology, Class 10 Physics

### Type 7

Pilot, Driver or Navigator

Skills: Class 6 Pilot, Class 8 Navigator, Class 4 Mechanic (any one type: Starship, Ground Vehicle, Air Vehicle).

### Type 8

Combat and Crowd Control: basically a short-circuiting of the "shall not harm living beings" directive to a greater or lesser degree. One allows killing, the other only maiming/retention (apply only as much force as is necessary, no more).

Skills: Class 9-12 Ranged Weapons, Class 9-12 Unarmed Combat, Class 9-12 Melee Weapons (up to 5 different weapons), Class 10 Psychology, Class 10 Criminology.

## Type 9

**Law:** a lawyer 'Droid (also judge, but I wouldn't want a machine holding my life in its gavel). Contains a compendium of local, provincial and Imperial laws and decisions. Not accepted on some planets as legal practitioners.

**Skills:** Class 12 Law, Class 10 Psychology, Class 8 Criminology.

**NOTE:** a 'Droid's programming Type really becomes critical only in the less powerful brains. Brain Class 0-4 can pretty well teach themselves (or be taught) whatever they are directed or feel (deduce?) necessary. Thus, a 'Droid with a Class 3 brain, programmed for State Department functions could have skills in Computer, Pilot and Navigator. The longer a 'Droid goes without a memory wipe (total reprogramming), the more "quirky" it can become, developing its own personality.

Programming comes with a 'Droid, and upon activation will have in its memory all applicable data and skills for its programmed function. Later it can learn different things.

### Section 5 Optional 'Droid Equipment

**Anti-grav Propulsion:** A few hulls come with this standard, most don't. It allows a 'Droid to move at 25 and float within four meters of the ground (deck). Not recommended for 'Droids with pedal locomotion as it defeats the purpose of giving the 'Droid legs.

Mass: 1 Cost: 130 Agil: +8

**Armor Plating:** Most of the humanoid-shaped hulls can be outfitted with suits of armor (13.0). Alternately, all 'Droid hulls can be fitted with permanent armor plating, for those "special" applications.

Mass: 1.2 per Armor Class Cost: 12 per Armor Class

Attribute Adjust: -1 Dex, -1 Move, -1 Agil. +1 Con. per Armor Class

**Compu-link:** a 20cm long arm that fits into computer tie-in sockets. Links the two machines and allows them to communicate at computer speeds.

Mass: 1.4 Cost: 125

**Defense Screen:** gives a 'Droid an energy field defense screen that is similar to a ship's defensive screens. Legal maximum for privately

owned 'Droids is a defensive class 4 unit. Absolute maximum is class 12.

Mass: .2 per strength point Cost: 45 per strength point

**Emergency Batteries:** adds 20 hours to the 'Droid's range before recharging.

Mass: 1/20<sup>th</sup> of 'Droid hull Cost: 8 per Mass point

**Holographic Projector:** Allows an image stored in the brain to be projected holographically (three-dimensionally) into the air. Motion or still, silent or sound.

Mass: 1.2 Cost: 112

**Miniaturize Brain:** A special service of most shops and dealers. A brain can be micro-miniaturized even further. Its Mass is reduced by half and its price tripled.

**Multi-leg Locomotion:** Tack-on legs for wheeled or tracked 'Droids. Two to eight legs, complete with self-contained co-ordination and balance circuits are available. They will increase the size of obstacles the 'Droid is able to cross.

Mass: 4.2 per leg Cost: 25 per leg Agil: +1.5 per leg

**Paper Printout Attachment:** In case you want a hard copy readout.

Mass: 1.2 Cost: 140

30m of paper for the printout attachment: Mass: 2.4 Cost: 10

**Plating:** Gold-colored plating is available for any of the exterior surfaces of a 'Droid.

Mass: .1 Cost: 570 +1 Status Point per month to owner

**Thrusters:** Come standard on only a few Ancillary equipment packages. Thruster units allow a 'Droid to fly on planet, or maneuver in space. Flying operates in the same way as the Run Action (½ full speed for 1 turn to start and end). Full speed is 10 times the 'Droid's normal movement. Every 10 seconds (5 Combat Turns) of thruster operation reduces the 'Droid's range by one hour.

Mass: 5% of 'Droid's Mass Cost: 5 per Mass Point

**Vocoder Unit:** Comes standard in only a few hulls. A vocoder will take the computer whistle-and-beep language used by all 'Droids and interpret it into any language programmed into the 'Droid.

Mass: .8 Cost: 225

## CHARTS AND TABLES

**[2.44] EQUIPMENT TABLE**

Equipment	Cost	Mass	Status Points per Mo.
Flashlight	1.5	.7	---
Electric Torch	13	3	---
Rope	.25/ft	1.5/ft	---
.3cm Spider-web Cable	1.25/ft	.2/ft	---
Gas Mask	25	1	---
Macro-binoculars	85	1.75	---
Clothes	12 & up	3-8	1,000/suit/point/year
Hand Blaster Holster	25	3	---
Hand Blaster Energy Clip	5	1	---
Rifle Blaster Energy Clip	15	1	---
Med Pack	23	1	---
Maintenance Tool Kit	25	4	---
Portable Sensor	750	5	---
Hand Calculator	50	1.2	---
6-Channel Communicator	375	3	---
Jet Pack	15/St. point	2/St. point	---
Welding Laser	550	8	---
Groceries	150/mo.	80	---
3-room Studio	175/mo.		1
1 Bedroom Apt., furnished	275/mo.		2
1 Bedroom Apt., unfurnished	210/mo.		3
2 Bedroom Apt., unfurnished	300/mo.		4
5-room Suite, furnished	980/mo.		6
5-room Penthouse suite	1,420/mo.		8
2 Bedroom house, rental	325/mo.		4
2 Bedroom house, purchase	25,325/mo.		6
10 room house, purchase	218,000		7

**[3.10] SCHOOLS TABLE**

Standing	Institution	Cost	Status Pts./mo. upon Graduation
Upper Upper	Four-Year Institution	6,250/qtr.	6
Upper Middle	Four-Year University	850/qtr.	5
Middle	Four Year College	300/qtr.	4
Working	Community College	180/qtr.	2
Upper Lower	Voc. Tech. Institute	110/qtr.	1
Lower Lower	Business School	95/qtr.	0

### [3.6] Force Affinity

Die Roll																		
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19+		
0	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	7		
Force Affinity																		

With an adjusted die roll greater than 19, add +1 to the Force Affinity for each point greater than 19 rolled. An adjusted die roll of less than 3 is considered to be 3

### [3.7] HEIGHT/BUILD TABLES

Height Determination (3 dice)			Height in Inches		
Under (-)	Average	Over (+)		Average	- or +
3-5	6-15	16-18	Short	36	1-4
3-6	7-13	14-18	Normal	72	2-10
3-7	8-13	14-18	Tall	86	2-12

Mass Determination (3 dice)			Mass		
Under (-)	Average	Over (+)		Average	- or +
3-5	6-15	16-18	Small	80	2-10
3-6	7-13	14-18	Normal	170	2-60
3-7	8-13	14-18	Heavy	250	3-90

### [3.8] SOCIAL CLASS TABLE

Rating	Funds	Roll to be Sent to College
3	1d-4	---
4	1d-3	---
5	2d-1	18
6	2d+1	3, 18
7	3dx2	16+
8	2(3d+2)	15+
9	2dx4	14+
10	3dx3	13+
11	3dx5	12+
12	3dx7	11+
13	3d <sup>2</sup>	10+
14	2(3d) <sup>2</sup>	9+
15	3(3d) <sup>2</sup>	8+
16	20(3d) <sup>2</sup>	7+
17	10 <sup>(3d)</sup>	6+
18	15 <sup>(3d)</sup>	5+
19+	N/A	N/A

### [3.9] STATUS POINTS TABLE

- +1 per 'Droid owned
- +2 for each servant kept
- +1/2 Status points for rank after retirement (retain fractions)
- + variable for meritorious service to the Empire (see Referee)
- 1 for each Felony conviction
- 1 (more) for each Imperial offense conviction
- 2 for dishonorable discharge
- variable for conspicuous cowardice (see Referee)

See also: [Clubs and Organizations \(25.21\)](#), [Schools \(3.8\)](#), [Occupations \(3.11\)](#), [Vehicles \(14.12\)](#) and [Equipment \(2.44\)](#) Tables

### [3.11] OCCUPATION TABLE

Occupation	Special Requirements	Salary per mo.	Status Pts./mo.
Merchant	A store or distributor	Commission	5
Private Freighter	A cargo carrier	Commission	4
Self-employed	Depends on business	Commission	4
Company Employee	Referee decides requirements, Salary and Status Points/mo.		
Mercenary	Military Training	100-800 DOE	4
Vagrant	None	0	1
Police	Police Training	1,250	5
Fire Protection	Fire Training	1,325	6
Maintenance Engrn.	None	980	2
Postal Office	I.Q:10+, Luck Saving Throw	1,100	3
Administration	I.Q:9+, 4d Luck Save	1,275	3
Stormtrooper	St:12+, Stam:13+, Mk:12+ Con:11+, Ht: 71"-74"	50	4
Assault Trooper	St:13+, Dex:12+,Mk:14+ Con:12+, Stam:11+, Ht:74"+	75	5
Fighter Pilot	Dex:14+, Mass 160 or less I.Q:13+, Ht: 54"-72"	50	4
Merchant Marine	None	25	3
Navy Personnel	None	20	4
Rear Area	Used or exceeded Military Insurance	20	4
Infantry	None	15	2
Jedi Knight	See 20.63	14	12
RANK:	Sergeant	+5	+0
	Master Sergeant	+8	+0
	Sergeant Major/Ensign	+12	+1
	Lieutenant	+20	+1
	Captain	+25	+2
	Major/Commander	+35	+3
	Lt. Colonel/Sub-Admiral	+50	+4
	Colonel/Admiral	+50	+5
	Commodore	+75	+6
	General	+100	+6

## [5.8] 'DROID CONSTRUCTION TABLE

'DROID CLASS		'DROID TYPE	
Hull Shape	Brain Rank	Ancillary Equipment	Programming
A: Mass: 250 Cost: 3,250,000	0 Nearlv Sentient Mass: 4 I.O: 35 Cost: 2,500,000	A: Mass: 5 Cost: 350	0 State Dept. Functions
B: Mass: 278 Cost: 28,120		B: Mass: 6.7 Cost: 375	
C: Mass: 220 Cost: 22,500		C: Mass: 120 Cost: 850	
D: Mass: 325 Cost: 22,215	1 Some Creative Thought Mass: 4 I.O: 28 Cost: 1,000	D: Mass: 13 Cost: 225	1 Medical Diagnosis and Treatment
E: Mass: 540 Cost: 21,872		E: Mass: 8 Cost: 220	
F: Mass: 215 Cost: 21,650		F: Mass: 12 Cost: 350	
G: Mass: 475 Cost: 35,000	2 Limited Creative Thought Mass: 3.5 I.O:20 Cost: 800	G: Mass: 3 Cost: 365	2 Maint- enance and Repair
H: Mass: 280 Cost: 23,220		H: Mass: 12.6 Cost: 110	
I: Mass: 350 Cost: 21,750		I: Mass: 210 Cost: 1,100	
J: Mass: 74 Cost: 3,040	3 Follows Logical Thoughts Mass: 3 I.O:16 Cost: 725	J: Mass: 12 Cost: 160	3 Information Gathering: Probe
K: Mass: 145 Cost: 8,250		K: Mass: 22 Cost: 270	
L: Mass: 912 Cost: 18,125		L: Mass: 35 Cost: 350	
M: Mass: 130 Cost: 20,075	4 Can Make Logical Conclusions Mass: 2.5 I.O:13 Cost: 345	M: Mass: 15 Cost: 125	4 Marketing: Sales: Business
N: Mass: 375 Cost: 22,812		N: Mass: 3.2 Cost: 275	
O: Mass: 225 Cost: 12,450		O: Mass: 87 Cost: 125	
P: Mass: 162 Cost: 17,850	5 Semi-inde- pendant Logic Mass: 2 I.O:10 Cost: 345	P: Mass: 1 Cost: 25	5 Farming: Harvesting
R: Mass: 135 Cost: 17,540		R: Mass: 4 Cost: 350	
S: Mass: 1,825 Cost: 27,818		S: Mass: 15 Cost: 850	
T: Mass: 1,120 Cost: 13,750	6 Follows Complex Orders Mass: 1.5 I.O:4 Cost: 200	T: Mass: 2.5 Cost: N/A	6 Quarrrvina/ Mining: Demolitions
U: Mass: Cost:		U: Mass: 7 Cost: N/A	
V: Mass: Cost:		V: Mass: 1 Cost: 25	
W: Mass: 15 Cost: 875	7 Follows Simple Orders Mass: 1 I.O:2 Cost: 100	W: Mass: 4 Cost: 350	7 Pilot / Naviaator
X: Mass: 45 Cost: 1,250		X: Mass: 15 Cost: 850	
Y: Mass: 25 Cost: 850		Y: Mass: 4 Cost: 350	
Z: Mass: any Cost: any	8 Follows Set Programmina Mass: 5 I.O: N/A Cost: 25	Z: Mass: 5 Cost: 750	8 Combat and Crowd Control
		W: Mass: 16 Cost: N/A	
		X: Mass: Cost:	
	9 100 Peta-Byte Memory Mass: .2 I.O: N/A Cost: 5	Y: Mass: Cost:	9 Law
		Z: Mass: Cost:	

## [6.6] PULSED MOVEMENT TABLE

No. of Options per Turn	Segment
Dex: 1-6	1
Dex: 7-12	2
Dex: 13-18	3
Dex: 19-24	4
Dex: 25-30	5
Dex: 31-36	6
Dex: 37-42	7
Dex: 43-48	8
Dex: 49-54	9
Dex: 55-60	10

In any one Combat Turn, the maximum number of Options any single Character will be able to make is 10. Each Combat Turn, move down the Pulsed Movement Table, one Segment at a time, allowing each Character a choice to take an Option during that Segment or not (within the limitations of the table below). Characters may still choose only 1 Action, or any number of Options up to  $1/6^{\text{th}}$  their Dex. (rounded up), per Combat Turn.

Dex. 1-6: At least 9 Segments between Options

Dex. 7-12: At least 5 Segments between Options

Dex. 13-18: At least 3 Segments between Options

Dex. 19-24: At least 2 Segments between Options

Dex. 25-30: At least 1 Segment between Options

Dex. 31+: May take an Option on any Segment

### [7.3] HIT MODIFICATIONS TABLE

Movement	Target	Firer	Range	Aiming for
Crawl	+1	+5	Point Blank -3	Arms +6
Dive	+7	+8	Short Range -0	Body +1
Dodge	+7	+5	Medium Range +2	Chest +2
Fall Prone	+4	+7	Long Range +6	Fatal Body +6
Jog	+3	+4	Extreme Range +10	Hand +5
Levitate	+5	+3		Head +4
Prone	+3	-1	Hip Shoot +3	Legs +3
Run	+4	+4	Braced -1	Neck +7
Walk	+1	+1		Shoulder +4
			per Weapons Rating -1	Weapon +5

### [7.4] HIT LOCATION TABLE


Roll 3 dice	Damage Adjust for Location
3 Neck	Con.   End.
4 Head	Arm -11 +0
5-7 Chest	Body +1 +2
8-9 Hand*	Chest +3 +4
10-11 Shoulder*	Fatal Body +8 +2
12 Upper Arm*	Hand -14 -4
13 Lower Arm*	Head +7 +6
14 Thigh*	Leg -10 +0
15 Shin *	Neck +8 +6
16-17 Body	Shoulder -6 +0
18 Fatal Body	


### [17.64] Optional Force Abilities Table

Roll 3 dice	
3	Karma
4	Telekinetic Reach
5	Invisibility
6	Privation
7	Combine Force Rating
8	Feign Death
9-10	Healing
11-12	Aging
13	Limited Telepathy
14	Illusion
15	Weather Control
16	Force Wall
17	Molecular Cohesion
18	Life Control

#### [8.4] MELEE COMBAT HIT MODIFICATION TABLE

	Striking at Opponent's	Striking to Your Own	
Front	-0	+0	
Strong Side Oblique Front	-0	+1	per Self-Defense Training Level in the : +/- 1*
Strong Side	-1	+3	
Weak Side Oblique Front	-1	+3	Apply also any applicable Aiming and Movement modifications from the Hit Modifications Table (8.2)
Weak Side	-2	+4	
Strong Side Oblique Rear	-2	+6	*Each Training Level in the Melee weapon being used can be applied as both an offensive and defensive modifier.
Weak Side Oblique Rear	-3	+7	
Rear	-4	+8	
Prone	-5	+8	

Weak Side Oblique Front	Front	Strong Side Oblique Front
Weak Side	Right-handed  Character	Strong Side
Weak Side Oblique Rear	Rear	Strong Side Oblique Rear

Front	Strong Side Oblique Front	Strong Side
Weak Side Oblique Front	Right-handed  Character	Strong Side Oblique Rear
Weak Side	Weak Side Oblique Rear	Rear

For left-handed Characters, reverse the aspect. Ambidextrous Characters use the aspect for the hand in which they're carrying the weapon. Shifting weapons to another hand is an Option.

# [11.81] RANGED WEAPONS TABLE

Weapon	Cost	Rate of fire			R a n g e				Dam age		Over-load Blast	Crew	Wpns Trng
		fire	Energy	Mass	Short	Med.	Long	Extr.	Con.	End.			
Hand Blaster	100	1	10	3	12m	23m	35m	---	3d	2d	---	1	0
Rifle Blaster	200	1	25	6	25m	50m	100m	300m	5d-2	4d	---	1	0
Stun Gun	125	1/2	15	5	15m	35m	60m	120m	1d-2	5d	---	1	1
Electric Field Neutralizer	180	1/2	5	6	10m	25m	40m	60m	1d	8d-1	---	1	1
Wookie Bowcaster	325	1	10	8	20m	60m	225m	450m	5d+1	5d	---	1	2
Sterling V Blaster	N/A	2	30	5	15m	30m	40m	70m	4d+3	3d+2	---	1	2
Heavy Blaster	N/A	1	30	10	33m	70m	130m	400m	5d	4d+2	---	1	1
Assault Weapon*	N/A	2*	25	80	35m	50m	75m	300m	8	6d+3	3d**	1	5
Rocket Launcher	N/A	1	1	15	20-50m	1,000m	3,000m	6,000m	10d	8d	5dx3	1-5	4
Heavy Cannon	N/A	1	∞	350	1,500m	3,000m	4,000m	10km	5dx2	3dx3	6dx3	2-4	5
Turbo-Laser Cannon	N/A	1/3	∞	1,750	10km	50km	250km	600km	450	410	8,000	2-8	5
Rapid-Fire Blaster	N/A	3	125	40	30m	60m	125m	350m	6d	5d+3	---	1-3	3
Hand Grenade	N/A	1	1	1	5m	12m	20m	35m	3d	2d+2	---	1	2
Proton Torpedo	N/A	1	1	50	---	100-250m	---	50km	210	200	---	---	3
Anti-Aircraft Cannon	N/A	1	1	225	1,000m	3,000m	7,000m	13km	3dx4	2dx2	120	1-3	4
Quad A-A Cannon	N/A	2	∞	700	1,000m	3,000m	7,000m	13.5km	3dx4	2dx2	360	1-3	3
Small Ion Cannon	N/A	1/2	40	20	100m	500m	1,500m	5,000m	150	20	400	1-2	3
Medium Ion Cannon	N/A	1/3	70	75	1,000m	2,000m	3,000m	10km	300	80	1,100	2-6	4
Large Ion Cannon	N/A	1	∞	1,500	2,000m	80km	300km	800km	5000	200	10,000	5-12	6

\*See section 12.2

\*\*Plus blast for each unspent Rocket Launcher

# **[11.91] MELEE WEAPONS TABLE**

Weapon	Extension*	Cost	Energy	Blows/ Option	Damage Con.	End.	Mass
Fists	0	0	N/A	1/1	1d-2	2d-3	0
Kick*	1/3 <sup>rd</sup> Ht.	0	N/A	1/1	1d	2d-1	0
Staff**	2m	0 (2)	N/A	1/2	3d	2d-1	4
Club	18"	0 (5)	N/A	1/1	3d-1	2d	3
Assault Weapon**	1m	N/A	N/A	1/3	4d+3	3d+2	80
Wookie Bowcaster**	18"	325	N/A	1/2	3d-1	2d-1	8
Gaderffi Stick**	1.5m	12	N/A	1/1	3d+1	3d-1	2.5
Sterling V Blaster**	18"	N/A	N/A	1/2	3d-2	2d-2	5
Heavy Blaster**	1.5m	N/A	N/A	1/2	3d	2-1	10
Rifle Blaster**	2'	200	N/A	1/2	3d-1	2d-2	6
Hand Blaster	6"	100	N/A	1/1	2d-1	1d	3
Lightsaber	1m	100	3	1/1	5d	4d	2.5
Lightdagger	6"	25	.1.5	1/1	3d+4	4d	1
Lightstaff**	1.5m	250	3	2/1	5d	4d	5.25
Neuronic Whip	2.5m	50	2	1/3	1d	5d	4
Neuronic Net**	2m	125	.5	1/5	1d-2	6d+3	8
Stun Gun	2'	125	N/A	1/2	3d-2	2d-1	5
Electric Field Neutralizer	20"	310	N/A	1/2	2d+2	1d+3	6

\*Plus arm extension, which equals 1/2 Ht.

\*Use Agil. roll to hit instead of Dex.

\*\*Two-handed weapon

#### [12.4] ARMOR TABLE

	Armor Class	Shock Rating	Encumbrance	Mass	Move-ment	Cost	
Plastic (Stormtrooper) Armor	7	5	-1	6	x7/8	N/A	
Light Plastic (Scout) Armor	5	2	-2	4.5	x7/8	N/A	
Powered Assault Armor	30	7	+5	125	x1.5	N/A	St.=30
Environmental (Space) Suit	3	1	-3	15	x3/4	210	
Protective Vest	3	0	-1	5	x1	50	
Protective Helmet	2	1	-0	2	x1	25	
Old Republic Armor	6	3	-2	5	x3/4	125	

#### [14.5] CRITICAL HIT TABLE

Die Roll	Critical Hit
1	Primary Weapon: (one of) the first weapon listed on the Vehicle Table is destroyed.
2	Secondary Weapon: (one of) the subsidiary weapon(s) listed on the Vehicle Table is destroyed.
3	Navigation Computer: Double the vehicle's Maneuver Rating (i.e., from 1/3 to 1/6). Vehicle cannot make Hyperjumps. A and G vehicles: No Effect.
4	Second Crewman/Navigator: The Navigator or second crewman (whichever is applicable) is hit and killed. If no Navigator or second crewman is available, treat as No Effect.
5	Targeting Computer: (one) weapon may not fire.
6	Pilot: Unless another is readily available, the vehicle is considered destroyed

On a natural to-hit die roll of 5 or less in vehicle combat, a hit is automatic, and a Critical Hit is made. Roll another die to find the critical part destroyed.  
All Critical Hits are taken beside normal damage.

[14.12] PRIVATE VEHICLE TABLE

Vehicles		Cost	Mass	Cargo	Size	Weapons	Crew/Pass.	Speed	Maneuver	Shields	Armor Class	DtD	Status Points
Air Hopper	(A)	8,500	1,500	3	1	2 Heavy Blast.	1 / 1	1/2 (500)	3/0 (1/50)	0	5	20	1
Light Private Spacecraft	(A,S)	500,000	1,200	15	4	None	1-2 / 2	4	1 / 1	35	20	25	2
Scout	(A,S)	1,750,000	20,000	425	7	None	2-6 / 4	7	1 / 5	130	100	180	2
Small Freighter	(A,S)	985,000	20,000	425	8	None	2-4 / 4	6	1 / 8	175	150	525	2
Large Freighter	(A,S)	2,760,000	250,000	1,000	10	None	4-10 / 25	7	1 / 10	200	180	610	3
Transport	(G)	8,500,000	525,000	30,000	15	4 Quad A-A Can	25-125 / 650	4	1 / 3	160	175	775	5
Star Yacht	(A,S)	10,850,000	40,000	80	6	None	2-5 / 20	5	1 / 8	300	100	450	10
Landspeeder	(G)	5,400	1,000	2	0	None	1 / 3	1/7 (167)	3/0 (1/10)	0	3	15	1
Air Speeder (Private)	(A,G)	10,000	850	3	1	None	1 / 1	1/2 (650)	3/0 (1/3)	0	8	25	2
Sports-speeder	(G)	12,500	300	1	0	None	1 / 1	1/2 (421)	3/0 (1/7)	0	3	12	2
Speederbike	(G)	800	175	0	0	None	1 / 1	1/7 (170)	3/0 (1/3)	0	0	5	1
4-Wheeled ATV	(G)	8,700	8,700	1,200	5	None	1 / 4	1/25 (50)	3/0 (1/4)	0	3	15	1
Light Hauler	(G)	5,500	1,400	15	1	None	1 / 2	1/25 (50)	3/0 (1/5)	0	3	12	1
Medium Hauler	(G)	15,000	4,200	125	4	None	1 / 2	1/23 (40)	3/0 (1/10)	0	4	25	2
Heavy Hauler	(G)	50,000	8,500	517	7	None	1-2 / 2	1/20 (30)	2/1 (1/25)	0	10	65	4
"Family" Vehicle	(G)	5,000	1,350	10	1	None	1 / 4	1/10 (80)	3/0 (1/4)	0	3	17	1

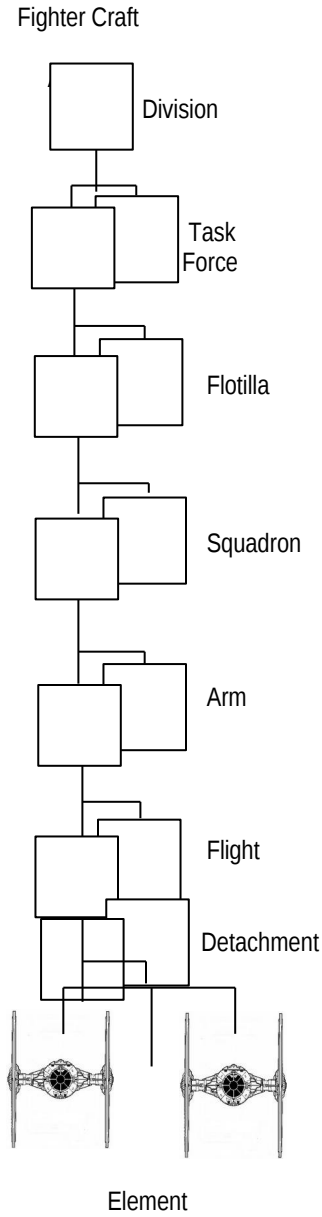
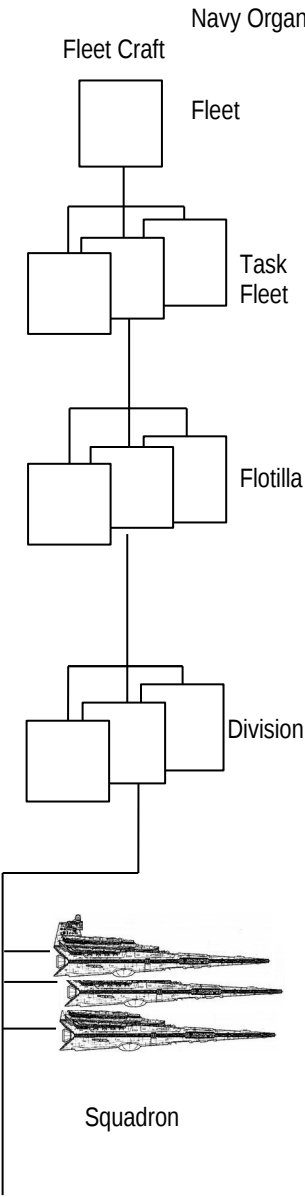
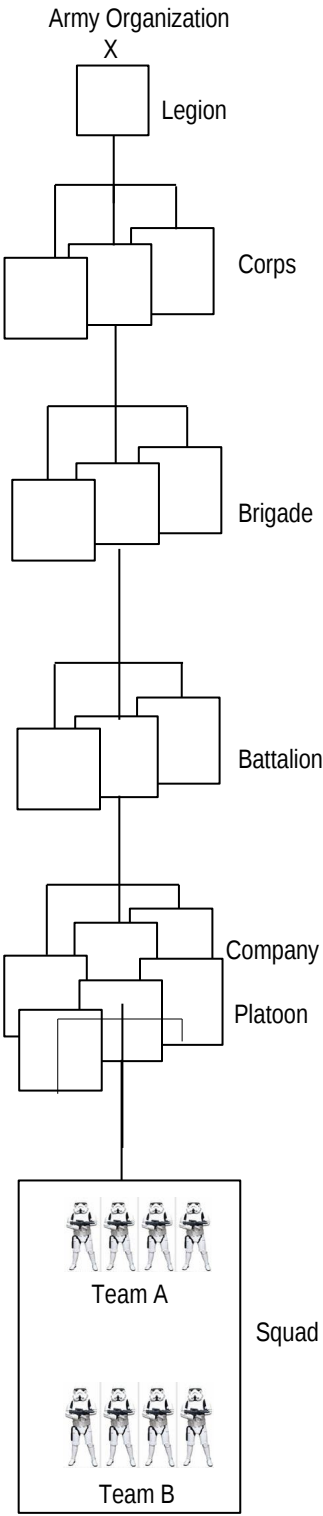
# **[14.11] MILITARY VEHICLE TABLE**

Vehicle		Mass	Cargo	Size	Weapons	Crew /Pass.	Speed	Maneuver	Shields	Armor Class	DtD
A-Wing Fighter	(A,S)	2,000	2	1	2 A-A Cannon	1 / 0	15	1 / 3	15	10	20
B-Wing Fighter	(A,S)	2,650	2	2	1 Heavy Cannon 3 Small Ion Cannon 2 Proton Torps.	2 / 0	10	1 / 4	50	25	15
X-Wing Fighter	(A,S)	3,500	5	3	4 A-A Cannon 2 Proton Torps.	1 / 0	12	1 / 4	40	20	25
Y-Wing Fighter / Bomber	(A,S)	4,000	5	3	2 A-A Cannon 6 Proton Torps. 1 Rapid-Fire Blast.	1-2 / 0	10	1 / 5	50	20	25
TIE Type E Fighter	(A,S)	2,500	1	2	2 A-A Cannon	1 / 0	13	1 / 3	0	15	25
TIE Type J Fighter	(A,S)	3,000	1	2	2 A-A Cannon 2 Proton Torps.	1 / 0	15	1 / 3	0	20	25
TIE Type L Fighter / Bomber	(A,S)	3,300	3	3	2 A-A Cannon 1 Rapid-Fire Blast. 12 Proton Torps. (fire down only)	2-3 / 0	11	1 / 4	10	10	30
TIE Interceptor	(A,S)	3,500	1	2	4 A-A Cannon 2 Proton Torps.	1 / 0	15	1 / 3	0	10	25
Cruiser	(A,S)	200,000	300	8	5 A-A Cannon 3 Heavy Cannon 10 Proton Torps.	12-25 / 30	7	1 / 10	225	200	650
Merchant Mariner	(A,S)	500,000	3,650	12	1 Med. Ion Cannon 8 A-A Cannon 3 Heavy Cannon	20-100 / 250	5	1 / 5	210	190	650
Star Destroyer	(S)	1,850,000	8,000	17	5 Turbo-Laser Can. 8 Med. Ion Cannon 75 Quad A-A Can. 50 Proton Torps. 2 Fighters	190-450 / 1,000	7	1 / 12	1,300	750	950
Super Star Destroyer	(S)	2,560,000	95,725	25	1 Large Ion Cannon 10 Turbo-Laser Can. 20 Med. Ion Cannon 75 Heavy Cannon 125 Quad A-A Can. 150 Proton Torps. 8 Fighters	200-5,000 / 2,500	8	1 / 15	3,000	1,000	4,000
All-Terrain Armored Transport (AT-AT)	(G)	50,000	100	5	2 A-A Cannon 2 Heavy Cannon	2-5 / 25	1/180 (22)	3/0 (1/20)	0	225	275
All-Terrain Scout Transport (AT-ST)	(G)	2,215	5	4	2 A-A Cannon	1-2 / 0	1/100 (30)	3/0 (1/10)	0	112	75
Air Speeder (Military)	(A,G)	1,000	2	1	2 Rapid-Fire Blast. 1 Rapid- Fire Blast. (Rear Fire)	1-2 / 0	1/2 (800)	3/0 (1/3)	0	12	35
Speederbike (Military)	(G)	175	0	0	2 Blaster Rifle	1/1	1/7 (170)	3/0 (1/3)	0	2	8

[17.6] FORCE POINTS TABLE

Force Rating	Force Level	Force Points	Force Rating	Force Level	Force Points	Force Rating	Force Level	Force Points
1	1	1	1,000	31	10	3,969	63	15
4	2	1	1,024	32	10	4,096	64	16
8	2	2	1,089	33	10	4,225	65	16
9	3	2	1,156	34	10	4,356	66	16
16	4	2	1,225	35	10	4,489	67	16
25	5	2	1,296	36	10	4,624	68	16
27	5	3	1,331	36	11	4,761	69	16
36	6	3	1,369	37	11	4,900	70	16
49	7	3	1,444	38	11	4,913	70	17
64	8	4	1,521	39	11	5,041	71	17
81	9	4	1,600	40	11	5,184	72	17
100	10	4	1,681	41	11	5,329	73	17
121	11	4	1,728	41	12	5,476	74	17
125	11	5	1,764	42	12	5,625	75	17
144	12	5	1,849	43	12	5,776	76	17
169	13	5	1,936	44	12	5,832	76	18
196	14	5	2,025	45	12	5,929	77	18
216	14	6	2,116	46	12	6,084	78	18
225	15	6	2,197	46	13	6,241	79	18
256	16	6	2,209	47	13	6,400	80	18
289	17	6	2,304	48	13	6,561	81	18
324	18	6	2,401	49	13	6,724	82	18
343	18	7	2,500	50	13	6,859	82	19
361	19	7	2,601	51	13	6,889	83	19
400	20	7	2,704	52	13	7,056	84	19
441	21	7	2,744	52	14	7,225	85	19
484	22	7	2,809	53	14	7,396	86	19
512	22	8	2,916	54	14	7,569	87	19
529	23	8	3,025	55	14	7,744	88	19
576	24	8	3,136	56	14	7,921	89	19
625	25	8	3,249	57	14	8,000	89	20
676	26	8	3,364	58	14	8,100	90	20
729	27	9	3,375	58	15	8,281	91	20
784	28	9	3,481	59	15	8,464	92	20
841	29	9	3,600	60	15	8,649	93	20
900	30	9	3,721	61	15	8,836	94	20
961	31	9	3,844	62	15	9,025	95	20

[20.21] MILITARY ORGANIZATION TABLE



**[20.31] MILITARY SERVICE TABLE**

Year	Death	Maiming	Promotion	Demotion	Dismissal
1	12+	10+	5+	15+	17+
2	13+	11+	7+	16+	18
3-4	14+	12+	9+	17+	18
5-6	15+	13+	10+	17+	18
7-10	16+	14+	11+	17+	18
11-14	17+	15+	12+	18	18
15-22	17+	16+	13+	18	17+
23-28	16+	17+	15+	18	16+
29-36	15+	16+	16+	18	*7+
37+	14+	15+	18	17+	*5+

Roll 3 dice for each column

\*Roll another die: 2-6 means you were retired with an honorable discharge.

**[20.33] MAIMING TABLE**

Die-Roll	Part Replaced
2	Eye*
3	Ear*      *Roll another die:
4	Skull
5	Hand*      1-3 means the Right one is replaced
6-7	Arm*      4-6 means the Left one is replaced
8-9	Leg*
10	Foot*
11	Trunk
12	Entire Body

**[20.32] MILITARY SERVICE TABLE MODIFICATIONS**

	Death	Maiming	Promotion	Demotion	Dismissal
Stormtrooper	0	+2	+1	0	+1
Assault Trooper	+1	+3	+2	-1	-1
Fighter Pilot	+1	+2	+1	0	0
Infantry	0	0	0	0	0
Merchant Marine	0	+1	+1	-1	0
Regular Navy	-2	0	0	0	0
Rear Area	-5	-8	-6	-4	-2
Police	-1	-3	-4	-3	-2
Fire Protection	0	-2	-5	-3	-2
Private	+2	+2	+2	+2	+1
Corporal	+2	+3	+2	+1	0
Sergeant	+1	+3	+1	0	0
Master Sergeant	+1	+2	0	0	0
Sergeant Major	+1	+2	0	0	0
Ensign	+1	+3	-1*	+1	-1
Lieutenant	0	+1	-1	+1	-1
Captain	0	0	-1	0	-2
Major/ Commander	-2	-1	-2	-3	-4
Lt. Colonel/ Sub-Admiral	-3	-3	-3	-5	-7
Colonel/Admiral	-5	-4	-4	-8	-9
Commodore	-6	-5	-4	-9	-10
General	-7	-7	-6	-10	-12
Noble	+1	-2	0	-1	-3
Scoundrel	-1	+2	+2	+3	+4
Trader	0	0	+1	0	0

\*An Ensign is not eligible for Promotion during his first 4 years of service, except through extremely meritorious conduct above and beyond the call of duty. Those times are determined by the Referee and must be role-played.

[23.2] CYBERNETICS TABLE

Part	Cost	St.	Dex.	Agil.	Con.	Mass	Notes
Hand	300	any 1-30	any 1-30	N/A	5	1.5	Common practice is to set Cybernetics at the same level as the part they are replacing. However, with enough money and a willing Doctor/technician, the Attribute controlled by the part can be changed.
Arm	500	any 1-30	any 1-30	N/A	5	10.5	
Leg	800	any 1-30	N/A	any 1-20	10	12.3	
Foot	475	any 1-30	N/A	any 1-20	6	5.5	
Trunk	2,500	any 1-30	N/A	N/A	9	40	
Skull	175	N/A	N/A	N/A	8	.5	Replacement of crushed or injured Cranium – bone only
Eye	1,200	N/A	N/A	N/A	1	.1	Can be adjusted to receive IR, UV, Telescopic
Ear	700	N/A	N/A	N/A	3	.08	Can be adjusted to operate far beyond normal capacities
Entire Body	5,000,000	Any 1-30	any 1-30	any 1-20	22	275	Height = 90"

[25.21] CLUBS AND ORGANIZATIONS

Club Name and Type	Special Requirements	Cost/ Month	Status Pts./mo.
Private Gym	Invite by Member	175 per	Status Point
Public Gym (YMCA-type)	None	35	1
Avories (Lodge)	Social Rating of 12+	30	1
Fubars (Lodge)	Social Rating of 14+	45	2
Brotherhood of the Star (Lodge)	Social Rating of 16+	60	3
Beneficent and Productive Oligarchy of Entrepreneurs	Business owner with an income of at least 100,000 Cr. per year	75	5
Stormtroopers Officer's Club	Officer in Stormtroopers	15	2
Friars of Fortune	Must be a Mercenary	10	2
Tavern	None*	(See below)	

\*Taverns supply food and drink to anyone who walks in. A Character receives Status Points per visit equal to 1/100<sup>th</sup> the amount he spends buying other people drinks. They also serve as convenient hangouts for shady contacts, and so forth.

## JEDI CHARACTER SHEET

Character  
Name:

Player Name:

Character  
Class:

Designation  
or Race:

Character  
Type:

Constitution:  
Endurance:  
Strength:  
Stamina:

Social  
Rating:

Status  
Points:

Net  
Defense:  
Move:

Marksmanship:  
Dexterity:  
Agility:

Force Affinity:  
Force Rating:

(Force Level:                      Force Points:                      )

Intelligence:  
Guile:  
Luck:

Occupation:  
Training:

(Rank: \_\_\_\_\_)

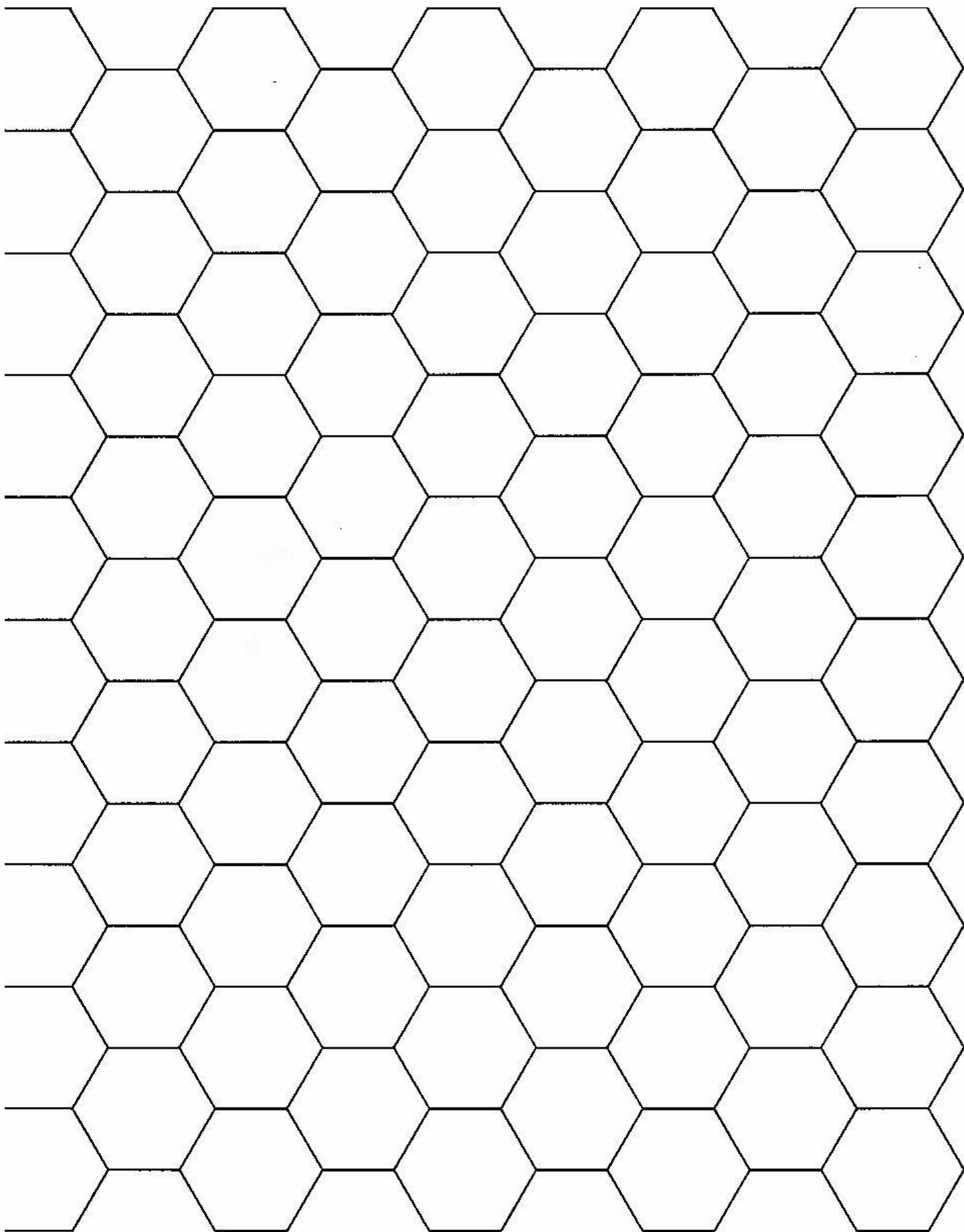
Charisma:

Height:  
Mass:  
Gender:  
Age/Birthdate:

Present Funds:

Items Owned	Mass	Where Kept	Notes

Notes and Referee-given Skills and Abilities (on back)  
*Permission given to photocopy for personal use only*




What follows is a copy of the Cease and Desist letter I got from Kenner Products' Legal Department when I originally tried to get permission to market this game. Kenner was the current holder of the game and toy rights for Star Wars. When I tried to explain that documents are copyrighted, not patented, all I got was the written equivalent of a blank stare. And, finally, this letter.

**• Kenner Products**  
CREATIVE PRODUCTS GROUP, GENERAL MILLS, INC.

JAMES M. KIPLING  
Vice President Law

December 8, 1980

Mr. Tony Van Liew  
P.O. Box 442  
Granite Falls, Washington 98252

Dear Mr. Van Liew:

Your letter suggesting a concept for a game based upon "Star Wars" concepts has been referred to my office. Our company policy precludes its submission to those who would make decisions concerning new products. The only basis on which we will review an unsolicited idea submission is that we receive an issued U.S. Patent for consideration, and in such case we review only the patent.

Obviously, you would not fall within that category.

More significantly, we do not permit the use of "Star Wars" related products by third parties. The tone of your letter appears to indicate that you are proceeding at full speed and only the details of our granting you permission need be confirmed. Please be advised that any expense you are incurring in this project will be wasted, since no such permission will be forthcoming.

By return mail, please submit your commitment to cease and desist from present and future infringements of the copyrights and/or trademarks arising out of the "Star Wars" property. Otherwise, I will be forced to turn over the matter for pursuit by the producers of the motion picture, who have been notorious in their defense of the exclusivity of the property.

A word to the wise is sufficient.

Very truly yours,

  
James M. Kipling

JMK/rh

FU-1/8/81

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